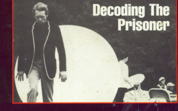
micro
Adventurer

December 1983 75p

Software round-up

Programming solutions

Sink the Enterprise in our war game



COMPETITION Twenty Level 9 games to be won



SNOWBALL
at £9.90 is a great new adventure for:
BBC 32K COMMODORE 64 SPECTRUM 48K
LYNX 48K NASCOM 32K ORIC 48K ATARI 400/800 32K
Snowball is a massive adventure with over 7000 locations. it took nine months to perfect and marks a new leap forward in adventure games – it has a detailed, planned background and is set aboard a huge starship that would really work. Snowball could be a glimpse of the future!
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Thus when your freezer-coffin wakes you with the Snowball still in flight, you know that something must be very wrong. You're weakened and disorientated by lengthy hibernation, but the fate of the 5 mile long space-ship is in your hands!
Snowball is our new fourth adventure. Here's what the reviewers have just said about the first three:
"The Level 9 Adventures are superbly designed and programmed, the contents first rate. The implementation of Colossal Cave is nothing short of brilliant; rush out and buy it. While you're at it, buy their others too. Simply smashing!"
- SOFT, September 83
"Of the programs reviewed here, the only one that is wholly admirable is Level 9's Colossal Adventure."
- Your Computer, September 83
"I found Dungeon exceedingly well planned and wriiten, with a fast response. There are well over 200 locations and the descriptions are both lengthy and interesting."
- Computer & Video Games, September 83
"This has to be the bargain of the year . . . If adventures are your game, then this is your adventure".
- Home Computing Weekly, 30th August 83
"There are three excellent adventures on offer from Level 9 . . . the descriptions are so good that few players could fail to be ensnared by the realism of the mythical worlds where they are the hero or heroine . . . great fun to play."
- Which Micro?, August 83
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Each of these games has over 200 locations and a host of puzzles. They can be played singly or together as an impressive trilogy. Each game could well take months to solve!
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DeptV 229 Hughenden Road,
High Wycombe, Bucks HP13 5PG
SNOWBALL IX
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SUNSHINE

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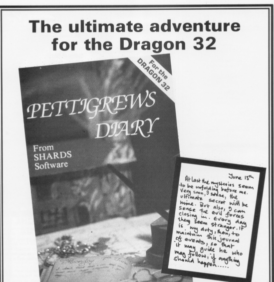
EDITORIAL

THE FIRST ISSUE OF *Micro Adventurer* was given a warm (sometimes even heated) reception. The quality and quantity of adventures being realised is increasing constantly — as is the interest in them, judging by the response we've received. Already this year Infocom's Zork has headed the top-selling software charts in the US — passing such well known arcade favourites as Frogger and Zaxxon along the way. Americans have often been accused of preferring "shoot-'em-up" games to ones involving strategy, but their interest in Zork suggests otherwise. The most likely candidate for chart success in this country is Valhalla — a lot of money spent in advance on promoting the adventure, and a quality game eventually arriving to profit from the interest.

But the subject of charts and advertising is a sore one for many software houses. Smaller suppliers argue that impressive advertising can create a bigger market for an adventure than it deserves — what looks good in the ads doesn't necessarily look so good on the screen. And companies spending a lot on advertising are often those whose adventures are stocked by the main retailers, many of whom provide the data for the charts. An appearance in these listings is another boost to sales. Even charts compiled by independent organisations may be less than reliable if the allegations against the music industry's equivalent are any guide.

These reservations come down to doubts about how accurately the charts reflect sales and whether the top-ten best-sellers are necessarily the best ten games. Obviously this last objection involves matters of taste which cannot be resolved — who can finally say whether text-only adventures, which leave your imagination free to wander, are better than text plus graphics, although you can have a lot of fun arguing the point. But to move back to the music industry, it's long been said that "Top of the Pops" is far from being so. Maybe the people who argue this have lost touch with popular taste, or maybe the BBC has lost touch with its audience. It's impossible to work out whether these charts create or reflect popular taste. People who think the former usually argue that better music (or software) exists outside the charts. But reviewers can be caught favouring their own over-indulged tastes rather than those of the people whose purchasing power is responsible for chart positions.

This is a familiar problem to magazines such as *Micro Adventurer* — the danger that software reviewers lose track of what is really of interest to their readers (although so far readers have been quick to let us know if their opinions differ to ours). The success of Zork does little to resolve these grey areas, but it was certainly good to see the adventure riding high in the American charts. Nobody could dispute its success — or its merit.


The ultimate adventure for the Dragon 32
For the DRAGON 32
PETTIGREWS DIARY
From SHARDS Software
June 13th
At last the mysteries seem to be unfolding before me. Very soon, I sense, the ultimate secret will be mine. But also, I can sense the evil forces closing in. Every day they seem stranger. It is my duty, then, to maintain this journal of events, so that it may guide he who may follow, if anything should happen.....

LETTERS

Send your hints, successes, complaints and compliments to Letters Page, Micro Adventurer, 12-13 Little Newport St, London WC2R 3LD

Help is on the way

I OWN a BBC B and, therefore, only a few good adventures are available to me. I have solved a number of them and would gladly help anyone on the following games: Acornsoft: Philosopher's Quest, Castle of Riddles, Sphinx Adventure. Level 9: Colossal Adventure, Adventure Quest (most), Dungeon Adventure (some). Digital Fantasia: Golden Baron, Wizard of Akyrz, Pulsar 7 (most). Computer Concepts: Hitch Hiker.
Peter Clifton,
36 Cuckoo Hill Rd,
Pinner,
Middlesex HA5 1AY.

Disk drive expense

IT'S NICE to see a magazine devoted to adventures and I wish you every success.

I was particularly interested in the way-out maze game and your article on Infocom.

I have an Atari 48K and would like to run one or all of their adventures. Unfortunately I can't afford a disk drive. Is there a reason why Infocom doesn't release Zork for cassette? An extra 15 to 20 minutes wait surely wouldn't inconvenience serious adventurers.
P K Gollin,
Clwyd.

UNFORTUNATELY there is no address for Infocom in the UK. Its distributor, Softsel, says that some companies prefer disks, for packaging and a number of other reasons. It looks like you'll have to save up and buy a disk drive.

In praise of Level 9

AT THE moment I only play adventure games on the family BBC micro and despite the hours of frustration trying to solve some of the problems I find them to be totally absorbing — that is the good ones of course. I read the reviews in the magazines to help decide which to buy, but some are rubbish and I write to tell the reviewer so. I believe the Level 9 adventure programs to be way in front of anything else on the market at the present time, although I can of course only speak for BBC programs. These are packed with logical problems, have a good story and are brilliantly constructed. How they pack so much into so little space is truly amazing.
David Swain,
Oxford.

KEEP ON writing — we'd like to know what you think of our reviews in the inventory section. We would also like to hear from other readers about their favourites.

Hobbit clues

I THINK I may have found clues that point to a new position in The Hobbit. The program understands the words ravine, stairs, rug, man and hobbit.

After careful checking through all the places in the program I can't find anywhere that uses these words. However, in the book there was the guardhouse on top of Ravenhill for which the player could use these words.
Colin Jones,
Ashford,
Kent.

Supply and demand

I WONDER if you would allow us to make a public apology through the pages of your magazine.

Since the formation of this new company some months ago, we have been inundated with queries and requests for our free catalogue. As we considered adventure games playing to be the pastime of only a small amount of the computer world, we initially only had 500 copies printed. How wrong we were! We have been buried under thousands of letters, from all over England and as far afield as Norway, Denmark and Israel.

As fast as we can have more catalogues printed, they are being snatched up, and therefore we are afraid that many people have to wait and for this we are very sorry. Please keep with us, we will get around to you all, including answering your pleas for help, just as soon as we can.
Simon Clarke,
Adventure-Zone Software,
10 Emmis Close,
Harpenden,
Herts.

Adventure dilemma

I HAVE recently bought a Vic 20 computer. And I am beginning to delve into the world of home computing. I am very interested in an adventure game but I am not sure what to buy.

I have already wasted £14 on the Pixel Trader game, which I was very disappointed with. Although the graphics were good, after a few plays the game became so repetitive I threw it into the bottom drawer.

What I want is an adventure game which I can play for a long period of time. I realise that the Vic 20 hasn't the same adventure capabilities as the Spectrum but there must be something on the market.

Graphics aren't that important, just as long as the game is testing. I'm not willing to waste £14 again.
Peter Clayton,
Rayleigh,
Essex.

ADVENTURES CAN be expensive — sometimes for no apparent good reason. Try our reviews section for advice.

"And each program comes with a big box of travel sickness pills!"

Kraal's kinks removed

I READ the review of our 16K Vic 20 adventure Kraal's Kingdom (*Micro Adventurer*, November) with some interest. Most of the reviewer's criticism I thought to be fair comment and as a result we have made several major changes to the game.

First, the text has been changed to lower case letters for easier reading.

Second, we have put an end to cheating by making it impossible to start part 2 without completing part 1.

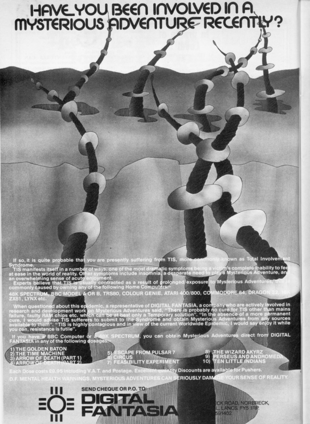
We would like to point out that the retail version of this adventure incorporates many sound effects such as howling wind and footsteps. These changes obviously make the adventure a far more attractive proposition.

As to the theory that the game has resident bugs, a thorough examination has revealed nothing. We must therefore conclude that the reviewer was right in thinking that he simply didn't type in the correct solutions to the problems in question.
M Thomas,
Buntasoft,
Buntingford,
Herts.

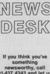
Swapping numbers

I THINK the adventure contact column is a great idea, but couldn't you publish the adventurers' telephone numbers so that it is easier to contact them!
Tony Ewell,
Staines,
Middlesex.

WE PREFER not to give out telephone numbers but once you've written to somebody listed in our contact column, you can go ahead and swap phone numbers.



HAVE YOU BEEN INVOLVED IN A MYSTERIOUS ADVENTURE RECENTLY?
If so, it is quite probable that you are presently suffering from TIS, more commonly known as Total Involvement Syndrome.
TIS manifests itself in a number of ways, one of the most dramatic symptoms being a victim's complete inability to feel at ease in the world of reality. Other symptoms include insomnia, a desparate need to play a Mysterious Adventure, and an overwhelming sense of acute enjoyment.
Experts believe that TIS is usually contracted as a result of prolonged exposure to Mysterious Adventures, this is commonly caused by owning any of the following Home Computers:-
48K SPECTRUM, BBC MODEL A OR B, TRS80, COLOUR GENIE, ATARI 400/800, COMMODORE 64, DRAGON 32, 16K ZX81, LYNX etc.
When questioned about this epidemic, a representative of DIGITAL FANTASIA, a company who are actively involved in research and development work on Mysterious Adventures said, "There is probably no cure for TIS other than mains failure, faulty RAM chips etc. which can be at best only a Temporary solution". "In the absence of a more permanent cure, I would advise TIS sufferers to submit to the Syndrome and obtain Mysterious Adventures from any sources available to them". "TIS is highly contagious and in view of the current Worldwide Epidemic, I would say enjoy it while you can, resistance is futile".
If you have a BBC Computer or a 48K SPECTRUM, you can obtain Mysterious Adventures direct from DIGITAL FANTASIA in any of the following dosages:-
1) THE GOLDEN BATON
2) THE TIME MACHINE
3) ARROW OF DEATH (PART 1)
4) ARROW OF DEATH (PART 2)
5) ESCAPE FROM PULSAR 7
6) CIRCUS
7) FEASIBILITY EXPERIMENT
8) THE WIZARD AKYRZ
9) PERSEUS AND ANDROMEDA
10) TEN LITTLE INDIANS
Each Dose costs £9.95 including V.A.T. and Postage. Excellent quantity Discounts are available for Pushers.
D.F. MENTAL HEALTH WARNINGS. MYSTERIOUS ADVENTURES CAN SERIOUSLY DAMAGE YOUR SENSE OF REALITY.
SEND CHEQUE OR P.O. TO:
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L, LANCS. FY5 1RP.
591402



If you think you've something newsworthy, call 01-437 4343 and let us know

Penguin launches into SF software

PENGUIN Books has moved into the science fiction software market.

Puffin, the Penguin branch for children's books, will launch two software programs, The Korth Trilogy and The Warlock of Firetop Mountain, on December 8.

The programs come in a cassette package containing an illustrated book, which like The Hobbit contains a few hints for the player.

The Korth Trilogy consists of Escape from Arkarion, Besieged and Into the Empire. Each cassette package in the science fiction series costs £4.95.

The aim of the game is for a space patrol to save a planet threatened by an alien invasion.

The Warlock of Firetop Mountain is still number one on the children's best seller list. The cassette animated graphics making the most of the game's sword and sorcery theme.

The Warlock of Firetop Mountain will cost £6.95.

All the games have been written for the Spectrum 16K and 48K.

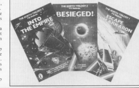
To help you understand your computer better Penguin will also launch two books on December 8. They are *Micro Games* and *The Penguin Computing Book*.

A Puffin editor, Philippa Dickenson, wrote *Micro Games* with 13-year-old schoolboy Patrick Bossert. It explains the first steps towards writing a program.

"It's the next step you take after going through the manual," Philippa said.

The Penguin Computing Book is a comprehensive guide to computing for the non-technical reader, according to Philippa.

Micro Games is priced at £1.50 and *The Penguin Computing Book* costs £5.95. Both will be available from most book stores.



Wrath of Magra to follow Crypt

CARNELL Software is lining up its next adventure, which will be launched in the New Year.

Following the successful reception to The Crypt, Roy Carnell is hurriedly writing The Wrath of Magra so it will be ready in time for a January release.

At £12.50 it will comprise three 48K programs on cassette for the Spectrum and include a book detailing the history of the Third Continent and the spells you will need to complete the adventure.

It is your task during the game to collect pieces of the ultimate weapon which is needed to fight enemies you meet in the Black Mountains, and to destroy the evil Magra forever.

Digital Fantasia adds to mysteries

WAXWORKS and Midwinter, the next two games in Digital Fantasia's Mysterious Adventure series, are well on the way to completion.

Waxworks will be out early this month and Midwinter by Christmas.

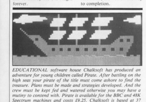
The Wizard of Akyrz, The Time Machine, The Golden Baton and another seven Mysterious Adventures will be available for the Commodore 64 and Dragon 32 in January through Channel 8 Software.

The games are available already for the Atari 16K.

The adventures use text description and pictorial views of locations to make them realistic.

BBC and Spectrum 48K owners have not been forgotten with the series being available for them from Digital Fantasia.

Each game costs £9.95 regardless of the machine and all are traditional adventures with graphics.



EDUCATIONAL software house Chalksoft has produced an adventure for young children called Pirate. After battling on the high seas your pirate of the title must come ashore to find the treasure. Plans must be made and strategies developed. And the crew must be kept fed and watered otherwise you may have a mutiny to contend with. Pirate is available for the BBC and 48K Spectrum machines and costs £9.25. Chalksoft is based at 37 Willowslea Road, Worcester.

Speech synthesiser demand increasing

KENEMA Associates sold 5,000 speech synthesisers within the first 24 hours of its launch at the PCW show, according to managing director Bob Green.

The synthesiser speaks to the player after instructions have been typed into the machine.

One game already known for its use with the Kenema Speech Synthesiser is Hell's Temple for the Oric.

Costing £29.95 the synthesiser can be used with any game providing the program contains the necessary information.

The synthesiser can be bought by mail order or directly from Kenema Associates, 1 Marlborough Drive, Worle, Avon.

Software at games festival


Ian Livingstone (left) and Steve Jackson, organisers of the games workshop at the festival

MEMBERS of the computer games fraternity took advantage of the festival of indoor games weekend held recently in London to display and sell their software.

One company, Star Dreams, set up a stall complete with monitors to demonstrate their software aid to Dungeons and Dragons called Dragon Master Companion.

A spokesman for Star Dreams said that they were currently working on an adventure.

Although loath to describe in detail the game, he said it would take up all the Spectrum's memory, had the usual SAVE routines and used both graphics and text.

The other two software companies at the festival said their games were selling well.

Soft Machine found Valhalla and The Hobbit were the most popular while Red Shift said the biggest demand at their stall was for Apocalypse.

Infocom plans new fantasy series

ENCHANTER, the first in a new series of fantasy games from Infocom, takes players into a magical world of perilous predicaments.

Zork authors Marc Blank and Dave Lebling have used a similar formula but put Enchanter in a different setting.

Infocom's product manager for entertainment software, Michael Dornbrook, says that the game requires players to use high levels of skill and logic in overcoming Krill the evil warlock.

"In the Zork trilogy the emphasis is on finding treasure and fighting the characters you meet while in Enchanter the focus is clearly on magic," Michael said.

"During Enchanter players will explore an abandoned castle filled with strange and magical trappings."

An important element was the passing of time, Michael said. As the days passed in game time, players would have to eat, drink and sleep or they'd reach a point where their powers started to fail.

Enchanter is available for the Apple II, Atari micros, the Commodore 64 and the IBM PC.

Another new release, Infidel, is the first game in Infocom's Tales of Adventure series.

It is set in the Sahara near the banks of the Nile. Players are challenged to unearth the buried entrance to the last of the great pyramids and to seize the priceless treasures that have been buried for thousands of years.

Another two new products available from Infocom are Planetfall and The Witness. Both cost £32.95 plus VAT.

Infocom adventures can now be played on the TI99/4A and machines running MS-DOS version 2.0, making its games compatible with 15 micros.

All Infocom games are presently available for the Apple II, Atari, Commodore 64 and the IBM PC.

Hint booklets and maps are another innovation Infocom has planned for this winter.

The booklets and maps are designed to help players complete their adventures.

They can be obtained from software distributors for Infocom.

Crystal releases new titles

HALLS of the Things, The Dungeon Master and The Island are three new titles from Crystal Computing.

All are adventures for the Spectrum 48K with The Island being a text adventure designed to be used with the Currah voice box.

The Dungeon Master is a complete dragons and dungeons game for a computer. All the games are on sale for £7.50.

Alice for Christmas


How Alice will look on the screen in Audiogenics' animated adventure


The scenery in three dimensional graphics helps create a fantasy world

THE game that has created a demand before it has hit the UK market, Alice in Wonderland, should be on sale by Christmas.

A spokesman for Audiogenics said that the animated adventure, which has attracted much interest at exhibitions, has been launched in the US and is selling well.

He said the format for Alice in Wonderland would be a disk for the Commodore 64. The five-part game would cost between £25 and £30.

"It has taken one and a half years to write and is totally different from any other game on the market," he added.

"It's five games in one involving everything that happens in the book, with Alice going down rabbit holes, finding keys, meeting a walrus and the Queen of Hearts."

The object of the game is to win a croquet match and escape from Wonderland. All the points you score are affected by the previous games.

The use of three dimensional graphics and the music especially written for the game is said to create a fantasy world.

Searching for answers to prisoner riddle

***Mike Grace** explores the intricacies of The Prisoner and reveals how there is more to the plot than meets the spy*

IF YOU WERE lucky enough to be watching Channel 4 in the London area on Monday 19 September at 10pm you would have seen the first episode of the most enigmatic and thought-provoking tv series ever made — *The Prisoner*. Although a repeat (in fact I think it's the fourth time the series has been shown) the episode remains as fresh and stimulating as the first screening in 1968.

Conceived, produced and often directed by Patrick McGoohan, who also plays the leading role throughout all 17 episodes, this fantasy-thriller presents us with questions, riddles and puzzles that would excite any true adventurer. In fact, the parallels between *The Prisoner* and adventure games are pretty close, with our hero having a definite quest: to escape from a village, along the way meeting perils galore. This is the content of various episodes.

Sinister figure

But I'm getting ahead of myself. First let's take a look at the programme. *The Prisoner* followed closely on a series called *Danger Man*, which ran on black and white tv in the very early 1960's again featuring Patrick McGoohan. (Remember those old black and white days?)

Danger Man was a spy-thriller series in the style of James Bond (when Sean Connery was James Bond) and so when *The Prisoner* was announced everyone assumed that it would be similar.

In the first episode, aptly named *Arrival*, the concept and mood of the whole series is set in the first few minutes. The pre-credits sequence shows McGoohan driving a Lotus 7 down a long runway into the camera (accompanied by a mysterious clap of thunder), the wind whipping his hair; his face grim. He crosses Westminster Bridge, enters a car park alongside the Houses of Parliament, then, to a strident and unmistakeable theme tune, marches along a corridor into an office. His fist crashes on a desk, an envelope is thrown in front of an impassive figure, McGoohan storms out. As he returns to his home we assume he has resigned (presumably from the Secret Service) as his now-cancelled card is stamped and cross-indexed. No sooner has he gone inside than we see a hearse draw up outside his flat and a sinister figure in top hat goes up the steps.

No escape

So far the plot is a familiar one, the facade that this programme is another spy-thriller is allowed to continue. Inside his flat McGoohan is frantically packing his suitcase when gas seeps through the keyhole and he falls unconscious to the ground. As the music changes from a harsh, crashing rhythm to a soothing early awakening we see him lying on a bed, in a different place. He rises, walks to the window to discover he is in a small village with strange, slightly odd buildings. What he does not know (and nor do we at this stage) is that he is in a place from which there appears to be no escape. A place he will spend wondering why he is there, who put him there, or even where he is. Thus McGoohan becomes the prisoner.

This pre-credit sequence is one of the tautest segments of television or film I have ever seen. Not a second is wasted. Each shot is cut so tight that it is easy to miss on an initial viewing (thank heaven for videos), the angles are superb and not a second of screen time is wasted. In fact the entire sequence lasts only two and a half minutes, and this pattern is followed so well throughout the series that it is possible most viewers are left wondering quite what hit them.

McGoohan makes you work to understand. In no way can *The Prisoner* be referred to as televised plays. At times the symbolism and allegory are carried so far that simplistic viewing is impossible. People don't like to work for their tv it's supposed to be relaxing, yet this is what keeps *Prisoner* popular throughout the years.



McGoohan's main adversary is Number 2

Fans may never tire of watching an episode, for each time they will see something new, some different facet.

The first hints that something is amiss in McGoohan's new environment appear after the opening sequence in *Arrival*. McGoohan leaves his house, opening the door himself, and walks into a deserted town square where a couple of waitresses are setting tables. To his terse questioning they reply vaguely, indifferently. On asking where he is they say, "in the village" as if there isn't anywhere else worthy of note and surprised he does not know. Frustrated, he tries to telephone but is told: "If you have no number — no phone call."

He returns to his house to see the number 6 outside, and this time the door swings open for him with a mechanical hum (interesting how once he has his number the door works for him, not by his own effort). The phone is ringing. He answers, "Is your number 6?" the operator enquires.

Much is made in *The Prisoner* of our dependence on numbers, in fact everyone in the village is known only by their number and they all wear badges featuring a penny-farthing (of this more later) and their number. Of course McGoohan tosses his badge away, refusing to wear it at all. "I will not be pushed, filed, stamped, indexed, briefed, debriefed or numbered," he states defiantly at one stage, but of course he is. Number 6 is his name, and his number. He cannot escape. Even his statement "I am not a number; I am a free man," contains a touch of irony.

Adversary

His main adversary is Number 2 who represents today's authority in its various forms, and who must break Number 6. Number 2 changes each week, with different actors playing the role in each episode. Each one has a new and individual technique to try and force the prisoner to reveal why he has resigned. Quite why it is so intensely important to know this is never explained, in fact, who wants to know is also kept from us. Has McGoohan been abducted by MI5 to see if he was about to defect? Is the opposition the real problem, and is the village a training ground for spies? Just what is going on? McGoohan's curiosity is shared with the viewers for we aren't told — at first.

The Prisoner can be taken on several levels. On the surface it is a spy-thriller with a fantasy slant. But this level of understanding is difficult to take too literally for many of the gadgets and methods used in the village are too fantastic for normal belief. Escape from the village is impossible because of 7-foot-high ballons, known as rovers, which patrol the outskirts, bouncing after and smothering anyone attempting to leave. The rovers can kill or render unconscious, are capable of changing in size and appear out of nowhere to force a wayward member of the community back to the village with impenetrable certainty.

There are other hints that suggest that the spy story cannot fully explain all that the series has to offer. At times the other villagers, supposedly other secret agents, can disappear completely to reappear in a

Patrick McGoohan — conceived, produced and starred in The Prisoner

few moments as in the episode *Many Happy Returns*. The techniques of brain-washing and mind-manipulation are, to my knowledge, far in advance of those of today. The mysteriously controlled doors throughout the village that open and close, yet remain shut after curfew, the radio without wires or batteries that continuously plays soothing music interspersed with propaganda, the lack of explanation for food supplies, all these things are unexplained and inexplicable. But, in reality, do they matter?

Imposing building

Once the idea that the series is meant to be more than a spy-thriller is considered then the whole concept of the village takes on a new meaning. Was the story meant to be taken as a framework on which each viewer would build his own ideas about life? Or is that too deep, too pretentious? Well, you'll have to watch the series yourself, because I'm not going to give anything away . . . yet!

To return to the first episode, let me summarise the story. After awakening in the village the prisoner is interviewed by Number 2 in the Dome, an imposing building housing a vast circular room with screens on which flashing globes swirl in space one minute and an intimate view inside each house in the village the next. McGoohan is told to explain his resignation — and of course he refuses. After a couple of abortive attempts at escape the prisoner is finally left with his goal, his quest in life apparently thwarted until the next chapter.

In subsequent episodes different facets of the village, which represent various aspects of civilised life will be explored. *The General* is about education, *Free For All* delves into politics, *The Schizoid Man* is concerned with identity and perhaps psychiatry. The meanings are multiple, yet throughout it all lies this theme of escape. Escape from the village, escape from authority.

Will the prisoner manage it? For those who are seeing the series for the first time I won't spoil your fun, except to say that Patrick McGoohan promised all would be revealed in the final episode. For those who have already seen the series once, be patient as I will write a follow-up to the series to be published in the February edition of *Micro Adventurer* just after the final episode.

But let's get back to the actual story. An interesting development is that Channel 4 is not showing the series in quite the same order as the first screening, which, rumour has it, was in the wrong order any way. From the second episode the pre-credit sequence changes slightly. We see McGoohan captured again and waking in the village as before. We see him in the Green Dome confronting the new Number 2 and the following dialoge takes place.

The Prisoner: "Where am I?"
No 2: "In the village."
The Prisoner: "What do you want?"
No 2: "Information."
The Prisoner: "Whose side are you on?"
No 2: "That would be telling. We want information."
The Prisoner: "You won't get it."
No 2: "By hook or by crook we will."
The Prisoner: "Who are you?"
No 2: "The new Number 2."
The Prisoner: "Who is Number 1?"
No 2: "You are Number 6."
The Prisoner: "I am not a number. . . ."
No 2: Laughs.

Acceptance

In some ways this series is also about dreams. How we let others control our life-style, our beliefs, even our dress is parodied by the almost idiotic acceptance by the other villagers of anything and everything: only Number 6 rejects, questions, refuses to believe. And only Number 6 asks, "Who is Number 1?"

Despite the fact that Number 2 is the visible authority he is constantly at the beck and call of a higher authority, a person we never see or hear but who communicates with Number 2 by telephone. The enigmatic Number 1. As the weeks pass the identity of Number 1 becomes the talking point of viewers everywhere. Is he the butler? Played by the late Angelo Muscat the butler is a mystery, a real enigma. Appearing in every episode yet never speaking, the butler moves always on the fringe and yet he is always in the centre of each episode. Is Number 1 the supervisor who gives all the order to Number 2. No hint is given and it is impossible to guess. Until the last episode.

Six of one . . .

I'm not the only fan of *The Prisoner* it seems. When the penultimate episode of the series was rebroadcast in December 1976 one announcer thanked viewers for their letters. One fan, David Barrie, contacted ATV and asked if interested people would contact him. His name and address were transmitted over the air after the last episode. No-one foresaw the explosion that followed.

Within two days David Barrie had received 170 letters. They kept pouring in, and after a story in the national press the response went countrywide. In the next month an appreciation society was formed (on the *sixth* day of the *first* month) which blossomed to 2,000 members by the end of the year. The society chose the name Six of One because of the deeper meaning behind the prisoner's name, Number 6. McGoohan, when asked why six, said "Six of one . . ." leaving the sentence unfinished. The remaining "half a dozen of the other," says it all. The prisoner could be, is meant to be, any one of us.□


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The basics of BBC

Lyman Alpha explains how to get the most out of your BBC when writing an adventure program

WRITING AN ADVENTURE game is far more enjoyable than playing commercially available programs. I get a tremendous joy when my friends, who are playing my game, phone me and say: "I got killed by Godzilla in the pub! What the hell do I do?"

BBC Basic is one of the most suitable languages for writing adventure games because of its advanced string-handling capabilities, and speed. But when you start to program an adventure game, you invariably encounter the recurring memory restriction problem: How can I fit all that text into 28K? How do I compress the text without using machine code? How am I, going to prevent the players from actually listing the text and cheating?

Well, you can use the data compression technique I use. It is simple, fast and compresses all text into half the memory while coding the sentences, and enables you to compile and decompile text easily.

Advanced language

The BBC micro is equipped with fairly advanced Basic which allows you to use the string indirection operator, $. This means that one can peek and poke an entire string. For example:

X = &6000

$X = "HELLO"

will place the word HELLO and a carriage return code (&0D) in the memory from location &6000 onwards and PRINT $X will print HELLO.

You can reserve a memory space using HIMEM and store an entire dictionary of words. All you need to know for each word in a sentence is the memory location which is a two byte number. These numbers can be coded into a string format and grouped together in a longer string so they can be easily edited.

The dictionary contains two kinds of words: Ordinary words which are coded into two bytes of characters and short words, frequently used words, suffixes and punctuation marks, which are coded into one byte characters.

Before you start compiling your massive script, you must have some form of dictionary ready. Set HIMEM to &6800 by typing in HIMEM=&6800 (return) to reserve 5K bytes of memory for the dictionary. You must set HIMEM to this value everytime you load in the dictionary.

Type in or load in the DICTIONARY STARTER program. This program will put all the verbs, nouns and short words you need into the dictionary. I have given some example verbs but you can choose your own to suit your needs. Make sure that the verbs and nouns, which you want the program to recognise, are grouped together. They come in handy later on when you write the main adventure routines.

Load in also such words as underground and without, which contain a word within a word. This saves memory space since you don't have to include words such as ground and out in the dictionary. Now RUN the program. It has a check routine so that you can take a peek into the dictionary. If you make a typing error then you can clear the dictionary memory area by inputting FOR I=&6800 TO &7C00:?I=0:NEXT. When the dictionary is ready SAVE it using, *SAVE DICTIONARY 6800 7C00.

Now you can type in the COMPILER/DECOMPILER program and start writing in your script. But there are certain rules which you must follow. All sentences must be in a DATA statement and enclosed in quotation marks. You can only use upper case characters. All punctuation marks should be separated from words by spaces. If this is not done "FINAL." and "FINAL" will be encoded differently. You should put "FINAL ." Suffixes must have [in front and be separated from the main word. "SUDDENLY" should be typed in as "SUDDEN [LY". Only use one sentence per data statement.

Proof reading

A typical sentence should look like this: 1000 DATA "YOU CAN SEE THE COMMAND [ER OF THE SUBMARINE." You can type in about 20K worth of data which should be more than enough. Once you get the script loaded in, SAVE it and get a printout. Give the print-

```
>.
   10 REM ******************************
   20 REM
   30 REM DICTIONARY STARTER
   40 REM
   50 REM BY L. ALPHA
   60 REM
   70 REM DICTIONARY IS LOCATED BETWEEN
   80 REM &6800 AND &7C00 , GIVING YOU
   90 REM ABOUT 5K BYTES
  100 REM
  110 REM INPUT HIMEM=&6800 BEFORE
  120 REM PROGRAMMING THIS IN
  130 REM
  140 REM ******************************
  150 REM
  160 REM
  170 REM VERBS
  180 REM
  190 REM
  200 DATA NORTH,SOUTH,EAST,WEST,DOWN,UP
  210 DATA STATUS,INVENTORY,LOOK,EXAMINE
  220 DATA GET,TAKE,DROP,RELEASE,DUMP
  230 DATA EAT,DRINK,FEED,GIVE,BRIBE
  240 DATA FIGHT,HIT,KICK,PUNCH,STAB
  250 DATA HELP,READ,LISTEN,DIG,OPEN
  260 REM
  270 REM
  280 REM PLEASE ADD ANY OTHER VERBS
  290 REM YOU NEED.
  300 REM
  310 REM
```

```
  320 REM NOUNS
  330 REM
  340 REM
  350 DATA LAMP,SWORD,KNIFE,SHIELD
  360 DATA RING,DAGGER,DIAMOND,GOLD
  370 REM
  380 REM OR OTHER NOWNS YOU NEED
  390 REM IN YOUR ADVENTURE
  400 REM
  410 DATA END
  420 REM
  430 REM LOADS WORDS FROM MEMORY
  440 REM LOCATION &6800 ONWARDS
  450 REM
  460 A=&6800
  470 READ WORD$
  480 REPEAT
  490   $A=WORD$
  500   PRINTWORD$
  510   A=A+LEN(WORD$)+1
  520   READ WORD$
  530   UNTIL WORD$="END"
  540 REM
  550 REM
  560 REM SHORT WORDS AND SUFFIXES
  570 REM
  580 REM [ MEANS BACK SPACE AND DELETE
  590 REM [ MARK APPEARS AS AN ARROW
  600 REM ON TELETEXT MODE
  610 REM
  620 REM
  630 DATA "[.","[,","[:","[;","[!","[?","['"
```



```
640 DATA I,A,AM,AN,AS,BE,BY,DO,GO,HE
650 DATA HI,IF,IN,IS,IT,ME,MY,NO,OF
660 DATA OK,ON,OH,OR,SO,TO,US,WE
670 DATA [D,[R,[S,[Y,[ER,[ES,[ED
680 DATA [ING,[EST,[S',['LL,[LY
690 DATA THE,YOU,ARE,AND,CAN,HERE,THERE
700 REM
710 REM
720 REM LOADS SUFFIXES AND SHORT
730 REM WORDS BETWEEN &7B00 AND &7C00
740 REM
750 REM
760 RESTORE 630
770 B=&7B00
780 REPEAT
790   READ WORD$
800   IF INSTR(WORD$,"[") THEN GOSUB870
810   $B=WORD$
820   IF LEN(WORD$)<=2 THEN B=B+3:GOTO 850
830   IF LEN(WORD$)<=5 THEN B=B+6:GOTO 850
840   IF LEN(WORD$)<=8 THEN B=B+9
850   UNTIL WORD$="THERE"
860 GOTO950
870 WORD$=RIGHT$(WORD$,LEN(WORD$)-1)
880 WORD$=CHR$127+WORD$
```

```
890 RETURN
900 REM
910 REM
920 REM CHECK ROUTINE
930 REM
940 REM
950 PRINT"WORDS LOADED"
960 PRINT"PLEASE PRESS ANY KEY"
970 PRINT"FOR THE CHECK ROUTINE."
980 PRINT'"CHECK ROUTINE IS IN"
990 PRINT"PAGE MODE SO PRESS"
1000 PRINT"<SHIFT> TO SCROLL."'
1010 REM
1020 REM
1030 VDU14
1040 A$=GET$
1050 FORI=&6800TOA
1060   PRINT~I,CHR$(?I)
1070   NEXT
1080 FORI=&7B00TOB
1090   PRINT~I,CHR$(?I)
1100   NEXT
1110 END
>
```

out to a friend to proof read. It is very difficult to spot your own mistakes, and spelling mistakes in an adventure game are very embarrassing. Once the text is coded it is very difficult to correct the mistakes so be warned.

Now you can use the compiler procedure. Remember that the dictionary must be placed in the computer's memory before you use it:

HIMEM=&6800:*LOAD "DICTIONARY"

Program your user-definable function key as follows:

*KEY 0 PROCCOMPILE|M

*KEY 1 PROCDECOMPILE|M

Now hit f-0 and this will call the compiler procedure. It will ask you which line you want to compile. Type in the line number of the sentence and the program will start to code it for you word by word. If it doesn't find a word it will tell you so and add it to the dictionary.

Do this for all the text and you'll get a shortened and coded script leaving you with plenty of memory space to write your main adventure routines.

Should you wish to look at the coded sentence call the decompiler procedure (f-1) and input the line number.

When you have finished you can delete the compiler procedure. You can also delete PROCDECOMPILE. All you need is the PROCINTER which can be modified to suit your program. The PROCINTER routine only occupies about ½K bytes and is very fast.

One way you can incorporate PROCINTER into your program is:

1000 DEF PROCA(n)
1010 RESTORE 1100
1020 FOR I = 1 TO n
1030 READ S$
1040 NEXT I
1050 PROCINTER(S$)
1100 DATA" coded sentence"
1110 DATA" "
1120 DATA" "

PROCA(n) decompiles the n-th coded sentence from line 1100. Or you can use PROCINTER(" coded sentence ") which decompiles the code inside the brackets.

Now that you've sorted out your massive text for your adventure you can start looking at other problems, such as how to make the program understand words, how to write an efficient maze and how to fight the nasties to save the world.

For those of you interested in the theory behind text compression some technical details follow. The compiler/decompiler saves memory because words are not repeated. They are placed in the compiler's memory once, in the dictionary, and every time the word is found in a sentence only a one or two byte token is inserted. All the spaces between words are stripped.

The decompiler, which is the only part you need when the adventure program is running, is written so that it is memory efficient. Every time it decompiles a word, it prints it straight onto the screen so that it doesn't have to form a long string for a sentence.

The two byte tokens are represented as two ASCII characters between 182 and 254. They are used as a base 72 numbers. Two bytes of base 72 numbers give maximum value of 5184 consecutive memory locations, which is about the size of the dictionary.

The memory location of the word is calculated this way: MEMORY-LOCATION = &6800 + 72*ASC("first byte") + ASC("second byte"). The one byte tokens are represented by characters between ASCII code 40 to 128. The memory location for these words are calculated this way: MEMORY-LOCATION=&7B00+3*(ASC("token")—40). These special one byte tokens are used because it is rather stupid to represent words such as I, A and punctuation marks with a two byte code.

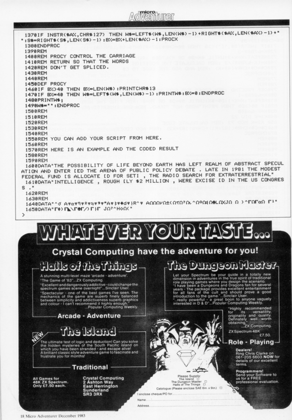
When the decompiler runs, it can distinguish between one and two byte words because they use ASCII codes of different ranges. Because of the simplicity of the method, the decompilation routine is very fast and only occupies about ½K bytes when all REM statements are removed. The program contains many REM statements that explain the action it takes so they should be easy to understand.□

```
10REM ******************************
20REM
30REM TEXT COMPILER/DECOMPILER
40REM
50REM BY L. ALPHA
60REM
70REM BEFORE YOU USE THIS ROUTINE
80REM SET THE FUNCTION KEYS
```

```
90REM
100REM *KEY 0 PROCCOMPILE|M
110REM *KEY 1 PROCDECOMPILE|M
120REM
130REM SET HIMEM TO &6800
140REM HIMEM=&6800
150REM
160REM AND LOAD IN THE DICTIONARY
170REM *LOAD"DICTIOPNARY" 6800 7C00
180REM
190REM THIS PROGRAM WILL NOT WORK
200REM WITHOUT THE DICTIONARY FILE
210REM
220REM ****************************
230REM
240REM
250REM======================
260REM COMPILATION PROCEDURE
270REM======================
280REM
290REM
300DEF PROCCOMPILE
310INPUT"INPUT LINE NUMBER ",line
320RESTORE line
330READ A$ :REM A$ IS THE SENTENCE YOU ARE ABOUT TO COMPILE
340PRINT A$
350C$="" :REM C$ IS GOING TO BE THE CODED SENTENCE
360REPEAT
370B$=LEFT$(A$,INSTR(A$," ")-1) :REM GET A WORD FROM A$ AND PUT IT IN B$
380A$=RIGHT$(A$,LEN(A$)-INSTR(A$," ")) :REM GET RID OF B$ FROM A$
390PRINT B$ :REM B$ IS THE WORD WHICH IS ABOUT TO BE CODED
400PROCSORT :REM CALL SORTING ROUTINE
410PRINT C$
420UNTIL A$=B$ OR B$=CHR$127+A$ OR RIGHT$(B$,LEN(B$)-1)=RIGHT$(A$,LEN(A$)-1)
430PRINT;line;"DATA""";C$;"""" :REM PRINTS THE RESULT WHICH YOU CAN THEN COPY
440ENDPROC
450REM
460REM
470DEF PROCSORT :REM THIS ROUTINE SORTS OUT ONE BYTE WORDS AND TWO BYTE WORDS
480REM
490REM IS B$ IN THE ONE BYTE DICTIONARY?
500REM IF SO THEN GOTO PROCONE
510REM
520IF B$="!" OR B$="." OR B$="," OR B$=";" OR B$=":" OR B$="?" OR B$="'" THEN PROCONE:ENDPROC
530IF B$="I" OR B$="A" OR B$="AM" OR B$="AN" OR B$="AT" OR B$="BE" THEN PROCONE:ENDPROC
540IF B$="BY" OR B$="DO" OR B$="GO" OR B$="HE" OR B$="OK" OR B$="ON" THEN PROCONE:ENDPROC
550IF B$="HI" OR B$="IF" OR B$="IS" OR B$="IT" OR B$="ME" OR B$="MY" OR B$="NO" OR B$="OF" THEN PROCONE:ENDPROC
560IF B$="OH" OR B$="OR" OR B$="SO" OR B$="TO" OR B$="US" OR B$="WE" THEN PROCONE:ENDPROC
570IF B$="[D" OR B$="[R" OR B$="[S" OR B$="[Y" OR B$="[ER" OR B$="[ES" THEN PROCONE:ENDPROC
580IF B$="[ED" OR B$="[ING" OR B$="[S'" OR B$="[EST" OR B$="['LL" THEN PROCONE:ENDPROC
590IF B$="[LY" OR B$="THE" OR B$="YOU" OR B$="ARE" OR B$="AND" OR B$="CAN" THEN PROCONE:ENDPROC
600IF B$="HERE" OR B$="THERE" THEN PROCONE:ENDPROC
610REM
620REM IF NOT THEN IT MUST BE A TWO BYTE WORD
630REM SO GOTO PROCTWO
640REM
650PROCTWO
660ENDPROC
670REM
680REM
690DEFPROCONE :REM CODES ONE BYTE WORDS
```

```
700IF B$="!" OR B$="." OR B$="," OR B$=";" OR B$=":" OR B$="?" OR B$="'" THEN
B$=CHR$127+B$
710IF INSTR(B$,"[")<>0 THEN B$=CHR$127+RIGHT$(B$,LEN(B$)-1)
720K=&7B00-3
730REPEAT:K=K+3:UNTIL $K=B$ OR K>&7C00 :REM FIND THE WORD IN THE DICTIONARY
740K=(K-&7B00)/3 :REM CALCULATE THE POSITION
750C$=C$+CHR$(40+K) :REM AND ADD THE CODE TO C$
760ENDPROC
770REM
780REM
790DEF PROCTWO :REM CODES TWO BYTE WORDS
800K=&6800-1
810REPEAT:K=K+1:D$=$K:UNTIL B$=D$ OR ?K=0 :REM FIND THE WORD
820IF B$<>D$ THEN PRINT"WORD NOT FOUND. NEW ONE INSERTED AT ";~K:$K=B$
830K=K-&6800
840K1=K DIV 72
850 K2=K MOD 72 :REM CALCULATE CODE
860C$=C$+CHR$(182+K1)+CHR$(182+K2) :REM ADD CODES
870ENDPROC
880REM
890REM
900REM
910REM======================
920REM DECOMPILATION ROUTINE
930REM======================
940REM
950REM
960DEF PROCDECOMPILE :REM THIS BIT GETS THE CODE INTO A$ TO BE DECOMPILED
970INPUT"INPUT LINE NUMBER ",line
980RESTORE line
990READ A$
1000PROCINTER(A$)
1010ENDPROC
1020REM
1030REM
1040REM
1050REM ALL ABOVE CAN BE ERASED ONCE
1060REM THE TEXT IS COMPILED. ALL YOU
1070REM NEED WHEN THE ADVENTURE PROGRAM
1080REM IS RUNNING IS PROCINTER,PROCX
1090REM AND PROCY BELOW.
1100REM
1110REM
1120DEF PROCINTER(S$) :REM THIS IS THE DECOMPILATION BIT
1130IFS$=""ENDPROC
1140B%=0 :REM B% IS A COUNTER FOR CARRIAGE CONTROL
1150REPEAT
1160T$=LEFT$(S$,1) :REM GET ONE CHARACTER FROM THE CODE
1170REM IF THE T$ CODE IS ONE BYTE CODE THEN GET THE WORD AND SORT IT OUT
1180IF ASC(T$)<126 THEN S$=RIGHT$(S$,LEN(S$)-1):A%=&7B00+3*(ASC(T$)-40):W$=$A%+
" ":B%=B%+LEN(W$):PROCX:PROCY:GOTO1230
1190REM TWO BYTE WORD DECOMPILATION SECTION
1200T$=LEFT$(S$,2):S$=RIGHT$(S$,LEN(S$)-2)
1210A%=&6800+(ASC(LEFT$(T$,1))-182)*72+ASC(RIGHT$(T$,1))-182
1220W$=$A%+" ";B%=B%+LEN(W$):PROCX:PROCY
1230UNTIL S$=""
1240PRINTCHR$13
1250ENDPROC
1260REM
1270REM
1280REM PROCX DEALS WITH BACK SPACE AND DELETE.
1290REM E.G. INTER [EST [ING
1300REM
1310REM
1320DEF PROCX
1330IF LEN(S$)=0 THEN ENDPROC
1340T$=LEFT$(S$,1)
1350IF ASC(T$)>126 THEN ENDPROC
1360A%=&7B00+3*(ASC(T$)-40)
```

```
1370IF INSTR($A%,CHR$127) THEN W$=LEFT$(W$,LEN(W$)-1)+RIGHT$($A%,LEN($A%)-1)+"
":S$=RIGHT$(S$,LEN(S$)-1):B%=B%+LEN($A%)-1:PROCX
 1380ENDPROC
 1390REM
 1400REM PROCY CONTROL THE CARRIAGE
 1410REM RETURN SO THAT THE WORDS
 1420REM DON'T GET SPLICED.
 1430REM
 1440REM
 1450DEF PROCY
 1460IF B%>40 THEN B%=LEN(W$):PRINTCHR$13
 1470IF B%=40 THEN W$=LEFT$(W$,LEN(W$)-1):PRINTW$:B%=0:ENDPROC
 1480PRINTW$;
 1490W$="":ENDPROC
 1500REM
 1510REM
 1520REM
 1530REM
 1540REM
 1550REM YOU CAN ADD YOUR SCRIPT FROM HERE.
 1560REM
 1570REM HERE IS AN EXAMPLE AND THE CODED RESULT
 1580REM
 1590REM
 1600DATA"THE POSSIBILITY OF LIFE BEYOND EARTH HAS LEFT REALM OF ABSTRACT SPECUL
ATION AND ENTER [ED THE ARENA OF PUBLIC POLICY DEBATE . LATE IN 1981 THE MODEST
FEDERAL FUND [S ALLOCATE [D FOR SETI , THE RADIO SEARCH FOR EXTRATERRESTRIAL"
 1610DATA"INTELLIGENCE , ROUGH [LY $2 MILLION , WERE EXCISE [D IN THE US CONGRES
S ."
 1620REM
 1630REM
 1640DATA"^σ A♥α♥¬♥²♥≈♥⁹♥"A♥╞♥♦d♥╞R^♥ AΩΩΩνΩ±(ΩτΩ⁷Ωι^Ω°Ω╡Ω♣LΩXJΩ Ω )^ΓΩΓαΩ Γ¹"
 1650DATA"Γ♦)Γ◣\Γ♣Γ/)Γ╞Γ JΩ⁷^HoΩ("
>
```



SOFTWARE INVENTORY

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Muddle through the maze

Adventure *Labyrinths of La Coshe* **Micro** *BBC B*
Price *£7.95* **Format** *Cassette*
Supplier *Program Power, 8/8A Regent St, Chapel Allerton, Leeds.*

"WANTED — experienced adventurers to retrieve the hidden treasure in the La Coshe Labyrinths." So says the cassette insert for Labyrinths of La Coshe. The emphasis is on experience, as this adventure is difficult and involved.

To start with, the instructions the computer will accept are not listed, and are not easy to work out. All the usual commands are there, TAKE replacing GET, but it took me a while to discover that to get an inventory, only 'I' is accepted — any other abbreviations are rejected. Likewise LOOK becomes 'L'.

Response times are fast, especially if the computer cannot understand. In this case, it does not simply say so. There are several different messages, such as "GIGO" and "ARE YOU MAKING FUN OF ME?", which are chosen at random. Sometimes, though, this feature makes it hard to see whether the computer genuinely misunderstands, or the word is in the wrong context.

This is obviously a game which a lot of thought and care have gone to produce, but that cannot excuse the presentation (or lack of it) of the adventure. Labyrinths is a pure text affair, which is not in itself bad. But why is it all in upper case? The BBC machine's teletext offers full colour and a range of special effects. I consider lower case mandatory for readability, and using it would have improved the look of the game no end.

All the longer screen messages are flashed up word by word, as (I assume) they are read from data lines. With some care, this could have been avoided. (By LISTing the program and removing all the optional THEN keywords, execution speed can be increased greatly — the program is 100% Basic).

As an adventure game, Labyrinths is perfectly acceptable — it is just let down by the bad presentation. On starting, the program asks for your name. This becomes useful much later on.

There are about 107 rooms to explore, each with treasures, dangers and puzzles. Exits to and from rooms work in a wierd way. For a south exit, there is not necessarily a corresponding north one. This makes mapping almost impossible, but it is all intended. Here is an example of a good game let down by bad presentation — if you don't mind that, this is one for the library. **MW**

PROGRAM POWER
BBC MODEL B
LABYRINTHS OF LA COSHE

Chance versus skill

Adventure *Usurper*
Micro *Spectrum 16K*
Price *£6.00* **Format** *Cassette*
Supplier *Assassin Software, 10 Ash Rd, Leeds 6.*

FROM ASSASSIN Software (what a charming name), comes Usurper, billed as a multi-player adventure. The program allows one to six people to play, and the package includes (photocopied) map/board, which may be used if desired.

The colourful title page tells us that Usurper was "created by Kroll-Greck-Drax-Rick" with "artwork by Jewels", and "produced by Mr L Chance". No, I don't know what it all means, either.

The game starts with the protaganists all together in the Village Inn. Two options are open to the players at this point — to gamble, or eat. The latter costs a certain number of gold pieces, and the player may choose how pricey he wants to eat. The former is a good way of bumping up the purse — the player may wager any amount of the available gold pieces. There seems to be slightly more chance of winning in the early stages, but maybe the odds become stacked against the player who gets too wealthy later in the game.

After the Inn, a number of routes are open to the players. Choosing from a menu, they may go to the Plains, the Mountains, the Temple, and so on. No wearisome tramping through the countryside, the player is instantly transported to the chosen place. There, he may find an appropriate monster, desert nomad or other charming being waiting — and then a decision to stand and fight, or discreetly move away, has to be made.

At the Village, men may be bought for the journey (for the princely sum of five GPs), and the number of followers will help decide the outcome of the battle, which may take several game-turns.

That's about it — the game may be played out on the supplied map, which makes it all rather more believable, but in the end, I was longing for less of the chance factor, and more of the skill in the fighting sequence. **TB**

Trapped into a quest

Adventure *Oracle's Cave*
Micro *Spectrum 48K*
Price *£7.95* **Format** *Cassette*
Supplier *Doric Computer Services, 3 The Oasis, Glenfield, Leicester.*

ORACLE'S Cave, by Chris Durrell, is an implementation of an old ZX81 program, a graphic version of the original Wumpus program.

In the game, you are an adventurer trapped in the entrance to the Oracle's cave complex — you cannot get out, you are forced to go on a quest. You may, however, choose from a variety of quests — fight the Black Knight, or the Dragon, and so on. Along the way, treasure of various kinds may be collected. These are of no use to you, but add to your treasure points.

The final objective is to find and vanquish the Oracle and then return to the entrance — and all this in just five game days!

Twelve units of energy are yours to start with, and, luckily you have no wounds. This information is shown in the status panel, along with objects and weapons carried, combat rating and so on. To begin with, you may explore the present cave, use one of the objects, or move. Exploring the cave may be lucky for you, yielding up a little key, or a magic cloak, or food. On the other hand, choking gas may overcome you. Sometimes useful hints are given about a monster in the room, allowing you to make an educated guess about your chances against the beast.

If you decide to move, your little man walks across the stalagmite-encrusted floor to the next location. This may be left or right, or, if you have a rope, up or down. This is all accomplished in superb high resolution, with smooth ▷

Evergreen Forest

Adventure *The Forest*
Micros *Spectrum 48K and TRS80* **Price** *£9.95*
Format *Cassette* **Supplier** *Phipps Associates, 172 Kingston Rd, Surrey.*

THE FOREST is described as "a computer simulation of the sport of orienteering". The program is intended as a training aid as well as a game.

The cassette nestles in a large video-style box, with a 32-page manual. A 1:10,000 scale map is included in the package. The manual is particularly well-produced, with the aid of Phipps's Diablo printer, which has given sterling service in the past.

Orienteering pits the lone participant against nature, other orienteers and the clock. At the start each competitor is given a map with the course marked as a series of numbered circles joined by straight lines. At the centre of each circle is a natural feature, such as a boulder, a road junction, or bush. The corresponding feature on the ground is marked with a red and white control flag. A card is carried by each competitor, and as each control is reached the card is punched, with a coded punch found at each point.

On loading the title screen shows you many of the graphic symbols used in the program. Here you will see large and small trees, a house (clusters of these represent towns), along with lakes and so on. You are then invited to "press any key to start". As soon as you do so, the scene at the beginning of the course is shown, and the clock immediately starts running. Pressing T at any time will show elapsed time.

Commands are single-key. The up arrow will start you moving forward, and you will continue until another, non-direction key is pressed. At each pace, the scene ahead is re-displayed. The left and right arrows will cause you to move in those directions, while the 6, or down key will stop you, if you are moving forward, or turn you through 180 degrees if you are standing still.

As you move forward through the terrain of the forest, your progress is as it would be in real life. Thus, the small fir trees, with branches often interlocking, will impede you somewhat, while larger, mature trees will allow easier passage.

The trees give an indication of the slope of the ground ahead. A flashing cursor marks the base of the tree immediately ahead, and this will give you an idea of whether you are above or below the tree base. This, too, will affect your speed, and the length of each stride, thus giving a rough indication of your progress.

As you move through the Forest, the picture will give you an indication of the speed of your progress, as the screen "wipes" slower or faster, depending on your pace.

A one-word description of the terrain is displayed on-screen. Come within 5 metres of a control point, and you will be informed of the type of feature (though not the number of the flag).

Having finally found the control point, what do you do? Well, you have to prove that you have actually visited the point, but, unlike the real thing, you can't start punching holes in the computer — they don't like it very much. So stop moving, select D (for Description List), and you will see a run-down of the various control points, together with a brief description and the code of each one.

You should by now, have a vague idea of where you are on the map, and pressing P (for Punch), will place the code for that particular control point on the Control Card — which you may then examine via the C (for Control Card) option.

Now, to use the program properly it is necessary to have a ruler and protractor on hand to check your progress against the map supplied. This would be difficult enough, of course, but, in real life, the orienteer would tend to wander slightly with each pace, and the program has a built-in random factor, which will move you slightly away from the computed course.

Pressing B (for Bearing) will show you your in-Program compass, giving you information on your present bearing, and also asks for a new bearing. You have the option of staying on-course if you have managed to follow your progress sufficiently well.

You will find an awful lot to think about, and keep your mind occupied in The Forest, with just one landscape, but Graham Relf, the author, provides you with yet another forest to contend with. Although this one is not mapped, it does, he says, bear more resemblance to the terrain of the home of orienteering, Scandinavia. I've only spent a few moments in this forest (I find quite enough to do in the first — easier, I imagine — map), although I found that I was dumped, unceremoniously, into a lake through which I had to wade.

Not only can you choose to tackle a harder terrain, but you may also design your own course. From one to 20 control points may be placed around the landscape. From the course planner's menu, individual features for each point may be set up.

Using the map-drawing options in the main menu, the program would also be of use to geography teachers in school. The student will find in The Forest facilities for drawing three-dimensional diagrams of the terrain, contour maps, and feature maps. And the terrain that the program knows extends for 37 kilometres around the printed map, in the first forest.

All in all, then, an extremely impressive package and highly recommended for geography students, budding and experienced orienteers (I quite fancy having a go myself now, but only after a good week or so spent in Phipps's Forest), cartographers — and yer average game enthusiast. **TB**

◁ scrolling. As you enter the new location, your position within the complex is charted on the on-screen display.

When a monster is met, guarding treasure and useful objects, you may decide to fight or move back out of danger. The monster's combat rating is displayed alongside your own, and this will help you decide whether to fight or run. The fight is graphically displayed and, after each bout, the combat ratings of both parties are adjusted downwards — in true Dungeons and Dragons style the first one to reach zero is, unfortunately, dead.

If you survive you are then able to pick up the treasure, and any objects, although you may have to drop one you currently carry, three being the maximum.

In this way, you move around the complex, mapping your way to the completion of your quest. Although five days will seem to pass very quickly, you will certainly have to rest and restore you sapped energy after a number of fights — unlike some other programs, bashing monsters is not rewarded with an increased strength.

Oracle's cave is an interesting intellectual approach to adventuring with many ponderables having to be weighed by the player in order to complete the game — your reviewer failed repeatedly to get through more than about a quarter of the caves before succumbing. With the nights drawing in, this program should give you plenty to think about. **TB**

Waiting for the Baton

Adventure *The Golden Baton*
Micro *Commodore 64*
Price *£9.95* **Format** *Cassette*
Supplier *Channel 8 Software, 51 Fishergate, Preston, Lancashire.*

THE GOLDEN Baton, from Channel 8 Software, is the first in their series of adventure games for the Commodore 64, and the information sheet couches the game in glowing terms: "Dark clouds drift ominously across the rising

moon, you cringe . . . at the fearsome howl of some fell creature deep in the forest."

After 10 minutes waiting for the game to load the only thing you cringe at is the slowness of cassette tapes, but when you finally get there it's worth the wait.

The program uses a split screen format for conveying all the information to you. The bottom half of the screen handles all the questions and answers in a typical WHAT NOW? WAVE STAFF format, while the top half of the screen either gives you a description of the room, or, on pressing the return key, a superb series of high-resolution drawings for each location in the adventure.

There are many features in this game that other authors would do well to copy including the invaluable one of being able to SAVE and LOAD previous games.

Some of the problems presented are interesting, such as refuelling your lamp after the oil's burnt down or getting hold of a red-hot piece of quartz. The use of graphics is well done.

Because of the vast amount of memory used by the graphical routines, the game is easy to solve. A good adventure of whatever sort ought to take longer to solve than a mere 48 hours. **PG**

the 12 movement commands, with the usual TAKE, DROP, LOOK, INVEN, and FIGHT. One poorly written command is SAVE, which, I assume, is the game save feature.

When I typed this in at one point in the game I got an odd message about a bird flying away. Fine I thought, let's continue with the game, but it was not to be. The computer responded to any entry I made, with REDO and eventually stopped with a NO (file not open) error.

The programmer could have error-trapped this part of the adventure much better. After all, if I found this mistake in an hour's play then how many more may be locked in there just waiting to be found by some unsuspecting adventurer.

The game starts well with a nice high-resolution display and then prints up the first location description. The locations have two descriptions: a long one accessed by the LOOK command or when the place is first found; and a short one occupying a couple of lines.

It's not easy to move around the adventure. There are many obstructions to overcome along the way.

I have a couple of criticisms of the game. When I got to the edge of the dark forest, I decided to go south-west. I was a bit surprised to find a locked door in my way (programmers should take more care that an object, location or event is not out of place). Another fault is with the adventurer's death and resurrection scene. It is not clear that you have been transported back to the beginning of the game and have lost everything previously gained. It would be just as easy to RUN the game again. Overall, not inspiring. **CG**

Let the countdown commence

Adventure *Scram* **Micro** *Atari*
Price *£19.99* **Format** *Cassette*
Supplier *Atari, Atari House, Railway Terrace, Slough, Berks.*

SCRAM is essentially a nuclear power plant simulation program with an in-built game element. Written in Basic and machine code, it will run on an Atari 400 or 800 with only 16K RAM.

The 50-page booklet provided with the cassette guides the nuclear novice through the first principles of thermodynamics, gives him a working knowledge of the main components by inviting the trainee operator to melt the reactor core and create his own nuclear accident.

The game element of the program serves the purpose of graduating the trainee to a qualified reactor operator. Scoring is based on the amount of electricity generated ▷

Gather up the shards

Adventure *The Crystal Chalice of Quorom*
Micro *Dragon 32* **Price** *£7.95*
Format *Cassette*
Supplier *Dragon Dungeon, PO Box 4, Ashbourne, Derbyshire.*

DESCRIBED as blood and thunder for Dragon 32 owners, this adventure places you in the Kingdom of Quorom where you must recover the various pieces of the shattered crystal chalice and take them back to the king's palace.

The cassette comes with a cover that vividly sets the scene. The instructions are neatly presented and give you just enough information to start the game. There seem to be a large number of commands to use, apart from

Legend lives up to its name

Adventure *Valhalla*
Micro *Spectrum 48K*
Price *£14.95* **Format** *Cassette*
Supplier *Legend, 1 Milton Rd, Cambridge.*

ABOUT this time last year The Hobbit arrived and single handedly set the standard for adventure games to come, with its sophisticated mixture of advanced language analysis and beautifully detailed graphics. Now we have Valhalla.

Valhalla is undoubtedly a technical advance over its distinguished predecessor. Its characters exhibit far more independent life — who you choose as friends and who you help really does matter, in fact you won't even solve the first of Valhalla's six quests unless you have made one particular friend . . . who I will leave you to guess.

Whether you regard Valhalla as superior to The Hobbit as a game will depend rather on your expectations. Valhalla is, in many important respects, quite different. There is no question in Valhalla of spending hours trying to rephrase the same command until the computer understands it, as there is with both Hobbit and the classic text adventures. A syntax editor would not allow you to enter anything the computer didn't have in its vocabulary which is listed for you in the manual.

Valhalla's problems are solved only by living in its world, making friends and enemies with the other 30 significant characters and learning from mistakes — maybe you will find Ofnir, the first quest object, but if Klepto is around . . . well that isn't his name by accident!

I finally managed to find the first object, Ofnir, after a) cheating (Legend, the game's makers gave me some clues) and b) spending around two hours trying to persuade one of the characters to do something — Valhalla is compulsive.

The most immediately remarkable aspect of Valhalla I have left until last: the graphics are animated. Every command you give, that isn't refused, has visual results. If you tell your character to drink he will pick up a wine jug and drink.

I recommend Valhalla without reservation. It makes some other programs look Neanderthal. The only point I would make is that you should not expect the equivalent of a standard text adventure with moving graphics. Valhalla is not like anything that has gone before.

One last thing, Valhalla has the funniest swear routine I've ever seen. **GT**

◁ before the plant is forced to shut down due to a violent earthquake.

Considerable skill is necessary to determine quickly which components of the plant require repair and to send an ever decreasing supply of workmen to mend the damaged plant. Over enthusiasm to produce too much energy after all workers have been used will undoubtedly result in a scram situation. The reactor will overheat and you will lose your score when the core finally melts.

The graphics and sounds are good but not overwhelming, and although out-classed by more recent simulations for the Atari such as Jumbo Jet Pilot and Submarine Commander, I think Scram retains an original theme which should appeal to any Atari owner who wishes to make a change from the usual arcade or adventure game. **BT**

On your marks, get set, go

Adventure *Groucho*
Micro *Spectrum 48K*
Price *£10.00* **Format** *Cassette*
Supplier *Automata, 27 Highland Rd, Portsmouth, Hants.*

THE FOLLOW up to Pimania has been released. My name is Uncle Groucho you win a Fat Cigar maintains Automata's reputation as leaders of the Monty Python school of programming.

The idea behind Groucho is that you travel across America using whatever transport is available looking for the famous Marx brother who is performing at various unlikely locations.

If you should find Groucho and you can guess his mystery identity (a good knowledge of arcane and canine film stars may help here) then he will give you a clue to the mystery personality and you could be on your way to America to meet a star.

Throughout, the game is punctuated with jokes, quizzes, exercises in lateral thinking, guest appearances by the Piman, and other lunacy.

As with Pimania it's all in Basic but for the most part it doesn't matter at all, the response times for some of your typed inputs are a bit long though.

An excellent game Pimaniacs and those yet to be converted will love. The free hit single on the reverse of the cassette is wonderful. **GT**

Flying on a wing and a prayer

Adventure *High Flyer*
Micro *Commodore 64*
Price *£14.95* **Format** *Disk*
Supplier *Commodore, 675 Ajax Avenue, Slough, Berks.*

THE manual describes this as an extended business management game that accurately reflects the historical events of the time.

You start off half way through 1945, and, for some reason, have decided to set up a commercial airline. Your job is to steer this airline through the years after the war, and hopefully make a million and survive the next 40 years before earning the status of a high flyer.

The game, from Commodore, is supplied on two protected disks, which were interestingly presented in a package that was obviously designed to hold three cassettes, rather than two diskettes. Not an auspicious start.

The first program on the disk merely gives you a little display and loads the main program into memory. You have the initial option of playing a previously saved game which, as playing the game can take a very long time, is one of the nicer features.

You start off by buying a DC3 aircraft at £250 (ah, those were the days) and, following the examples in the manual, find yourself flying off to Marseilles and a profit of £130. After that you're left on your own to maintain the airport's services, get loans from the bank, set the prices and generally control the flying policy of the airline.

The historical simulations are accurate down to giving you details of prevailing inflation rates, currency exchange rates, which airports are going up or down in popularity, and so on.

Therefore it was unfortunate that Beirut airport closed down the year after I visited it, but I hoped the two weren't coincidental. Marseilles airport kept me flourishing in the early days, but the heady success of owning three aircraft after my first year in charge was tempered by a loss of a thousand pounds a month in the early part of 1947.

Flying the aircraft could be done automatically or you could take over yourself, but the latter always seemed to result in heavy losses wherever I went. Marseilles will never be the same again.

If you like business management games, this one seems to give you more control over matters than most, and is a good, accurate simulation of what it must have been like to have started up an airline at that time.

Two niggling complaints. The stop key is not disabled, and when you eventually quit the game after running out of fuel over the mid-Atlantic and being declared bankrupt, the program exits you to a machine that will accept no command known to me or Commodore Basic. You have to switch off and back on again. Surely they could have reset the machine? **PG**

Snowball worth a throw

Adventure *Snowball*
Micro *BBC B* **Price** *£9.90*
Format *Cassette* **Supplier** *Level 9 Computing, 229 Hughenden Rd, High Wycombe, Bucks.*

LEVEL 9 has built itself a reputation for high-quality adventuring, Snowball being the latest. This is the first in a trilogy concerning the colonisation of space. The supplied instructioin booklet gives a complete background to the adventure.

The Snowball, a huge starship, is about to plunge into a nearby star, and the safety of its two million passengers lies in your hands. You play Kim Kimberley, a space-age secret agent.

Loading the program takes about seven minutes because it uses the full 32K. A piece of music plays during loading of the biggest chunk. Crammed into Snowball are 7000 rooms. Many rooms, however, tend to be repeated over the levels of the starship. Even so compare this with a basic adventure offering, at the most, 200 rooms.

Snowball's command analyser allows a great flexibility in command format. Kim can be addressed in plain English, the program understanding about 200 words. Most of these can be abbreviated. As well as the standard commands, AGAIN will repeat an action, IT can be used for an object, and strangely LEFT, RIGHT, FORWARDS, and BACKWARDS, SAVE and RESTORE (essential in such a huge adventure) will save your current position. Oddly no confirmation is given to GET or DROP. Although they work perfectly it is nice to be reassured.

In this adventure points are awarded for doing clever things which contribute towards your goal of saving the Snowball. It helps if you know how to assemble a working space suit as this is one essential task. As you discover the workings of the starship the points mount up. In addition

to the passengers there are nightingales on board. The reason why they were included on the mission is not clear as they take every opportunity to kill you. The nightingales seem to be the only real danger apart from your own judgement on the Snowball.

This game has been fully researched and is neither too easy or difficult. The puzzles are logical and the program is enthralling. Snowball is well worth the money which, for a, computer program, is a high recommendation. **MW**

Dragon's Diary delights

Adventure *Pettigrew's Diary* **Micro** *Dragon 32* **Price** *£7.95* **Format** *Cassette* **Supplier** *Shards Software, 189 Eton Rd, Ilford, Essex.*

A PROGRAM of seemingly massive proportions dropped through my letterbox recently. Pettigrew's Diary is an adventure of more than 90K in three parts. Its ultimate aim is to find the secret of the diary. The adventure is poorly presented with a standard case and bare documentation, but for £7.95 it is good value.

The program is loaded using CLOADM. The first part of the adventure is set in a burning farmhouse where you must salvage certain objects and escape while avoiding the flames. This section is exclusively in high resolution graphics and gives a bird's-eye view of the house. There are stairs leading to the upper floor, an injured figure lying in the front room and lots of furniture to examine.

If at any time you feel the flames getting too close and you decide to leave the farmhouse without the required objects, the computer harshly forces you back in. This part is excellent graphically and difficult to get through. Once through you will be given the password and the second part of the game loads.

Part two is in text and interestingly called London Frolics. The object is to collect certain pieces of information from odd, shady contacts while keeping your head above water, financially. It is a real time adventure so there is no going off to make the tea unless you want to come to a sticky end.

The third part loads in the same way as part two but is different in concept.

Apart from presentation I have only one criticism of this program and that is that keywords can be found by searching through the program listing. I admit to having had a quick look at the program listing of part one, and to having found the keyword in the penultimate program line. Otherwise I have nothing but praise for this unorthodox adventure. It utilises the graphics of the Dragon well, has plenty of tunes and is well error trapped. **CG**

Head held in horror

Adventure *Nosferatu* **Micro** *Vic 20 + 8K or + 16K* **Price:** *£9.95* **Format** *Cassette* **Supplier** *Terminal Software, 28 Church Lane, Prestwich, Manchester.*

NOSFERATU, as horror buffs might know, is the German name for Dracula. It is a text-only adventure which takes about three minutes to load from tape.

The object of Nosferatu is to find the place where the count sleeps, kill him (I won't tell you how), nick is bloodstone and escape somehow (fares please!) There are very few hazards to be avoided in this adventure, although carrying too much weight can be tricky, and there is a shark-infested fishpond with a flimsy bridge over it . . . I wonder why?

It is only fair to say that my review tape is a pre-production sample, but I did find a couple of bugs. First, the program seems to think that you have tied a door to a balcony rail as well as a rope — good trick if you can do it. Second, although this adventure has no save game facility, the program recognises the command SAVE but has a GOTO to a non-existent line, which crashes the program.

Overall I was disappointed with Nosferatu, having completed it in just one evening. **PM** □



Sink the Enterprise

Japan and the US confront each other in ***Mike Costello's*** *computer-assisted war game*

WARGAMES HAVE been around since the 19th century but many people have a strange idea of what wargaming is. Board wargames are simulations of events in military history, using printed mapsheets and counters; they're not arcade games or role-playing games but they can be very absorbing.

They tend to be pretty complex and require the mastery of a large rules booklet before play, which is one reason why they are a minority interest. Many of the operations that the players (generally two) of a wargame have to perform during play are mechanical and can be replaced by a game-assistance program on a home computer. It's also possible to reduce the number of rules that then have to be learnt by the players, since the computer knows some of them.

Naval search

Another application of computers to wargaming allows the addition of features which couldn't be implemented in a conventional manual game. Most wargames suffer from the program of perfect intelligence: each player can look at the mapboard and see his opponent's exact dispositions, which is not very realistic. This is a particular problem in naval search games.

This refers to any game which focuses on a battle between opposing task forces (TFs) composed mainly of aircraft carriers. Midway is probably the best-known game on this type. The winner is generally the player who first manages to spot his opponent's force with his search planes, as he can then launch a pre-emptive airstrike from his own carriers. Units representing the task forces are therefore not placed on the map (which represents an area of ocean, usually in the central Pacific) as this would reveal their location.

But in order to find out, for example, whether there is a Japanese force in square 1528, the American player has to tell the Japanese player that his planes are searching 1528. At once the Japanese player knows that there is an American carrier near 1528, since search planes have a limited range and can't operate far from their carriers. In the next turn the Japanese player will send his own planes out to search the squares around 1528, probably finding the American force very quickly.

The listing shown is for a program to be used in conjunction with a very simple wargame, Sink the Enterprise, illustrating how this problem can be overcome. The players have to implement most of the rules themselves but the search procedure is carried out by the program which acts as a third intelligence not revealing information to one player or the other unless he is in a position to know it.

To set up the game you need a square grid 30 by 30: graph paper will do, with large squares to make things easier. Working from top to bottom, label the rows of the square from 01 to 30; similarly, mark the columns 01 to 30 from left to right across the top. Each square can now be referred to by giving its column and then its row co-ordinate; "1003" refers to the square ten in from the left and three down. Finally, ink-in square 1515 which represents Midway Island.

Now all you need are some counters (such as tiddleywinks) to represent the seven carriers in the game. These are going to be placed on the mpa as their locations are revealed, and you need to know which carrier is denoted by which counter. Another way to do it is to put a sheet of clear plastic over the map and mark locations and names with grease pencils.

Here are details of the forces involved in the battles:

Carrier name	*Defense strength*	*Move-ment*	*Search planes*	*Attack planes*
American player:				
Enterprise	5	4	2	3
Hornet	4	4	1	2
Yorktown	4	3	1	2
Japanese player:				
Akagi	3	4	1	2
Kaga	3	4	1	2
Hiryu	3	4	1	2
Soryu	3	4	1	2

As this is a hidden-movement game players will have to keep track of the movements of their carriers on separate sheets of paper. A carrier is not placed on the map until its location is revealed. They also have to note the square being attacked by each of the attack planes on each carrier. The American player makes out a turn record sheet like this:

	Turn						
	Start	*1*	*2*	*3*	*4*	*...*	*12*
Enterprise							
Air attack:							
Air attack:							
Air attack:							
Hornet							
Air attack:							
Air attack:							
Yorktown							
Air attack:							
Air attack:							

The Japanese player then makes out a similar sheet for his four carriers and eight attack planes.

The US player will begin the game by plotting (writing down) an entry square for each of his three carriers, a maximum of one carrier per square. All US carriers must enter on a square on the left-hand side of the map (column 01). The Japanese player makes out a similar plotting sheet showing his four carriers and plots entry squares (one carrier per square again) on the right hand side (column 30).

Sequence

The players then follow a sequence of phases in each of the 12 turns of the game. Here is the sequence of play: Phase 1: Japanese player searches for US carriers US player searches for Japanese carriers. Phase 2 (a) Japanese and US players may plan air attack missions (b) Japanese player, then US player, carry out air attack missions. Phase 3: Players write new destination squares for their carriers on their record sheets. Phase 4: Japanese player tells the computer the number of surviving carriers, their destination squares and the number of surviving Japanese search planes. The US player then gives the computer the same information.

When phase 4 is complete, the program cycles around to the start of the next turn and the players repeat the phases. After the 12th turn, the players calculate their victory

point scores to find out who has won the game.

Here are the rules of Sink the Enterprise — remember that the players are responsible for following the rules. All the program can do is tell a player whether he has sighted the enemy at the appropriate time and peform housekeeping, such as keeping track of the number of turns elapsed.

In phase 1 the Japanese player chooses one search square on the map, for each active Japanese search plane. The square must be in range, that is, within 10 squares of the plane's carrier, not counting the carrier's square but counting the destination square. The location of the carrier is shown on the player's record sheet (and will correspond to its position on the map if that carrier has, by then, been placed on the map). Trace the flight path vertically and/or horizontally but not diagonally, up to a maximum of 10 squares.

When the player types in the number of the square, for example 0924, the program will search that square and the eight adjacent squares and inform the player if there are enemy carriers in them. The player will probably want to note down this information for use later.

When the Japanese player has moved away from the keyboard, the US player follows a similar procedure. Note that no search flights may be made from unserviceable carriers (see combat results table).

There is of course no point in searching if you know that your opponent is too far away to be located. This will apply during the first few turns of the game when the carriers are more than 10 squares apart. In the BBC version of the program hit RETURN to move on to the next part of the program.

Attack

In Phase 2 the Japanese player may plan air attacks. Each active attack plane may make one attack flight to a destination square within six squares of that plane's carrier. Naturally, the chosen square will be one in which the location of an enemy carrier has been revealed otherwise there would be no point in the attack and the player would be giving away the approximate location of his carriers. The Japanese player plots the target squares on his record sheet in secret; the US player follows the same procedure. Note: no attack flights may be made from unserviceable carriers — consult the following combat results table:

Carrier defence strength / Roll	1	2	3	4	5	6
3	NE	NE	UN	SK	SK	SK
4	NE	NE	NE	UN	SK	SK
5	NE	NE	NE	NE	UN	SK

Use the table by rolling a six-sided die; cross-reference the resulting number with the defence strength of the carrier under attack, then read off the result. NE = no effect (The carrier's status is unchanged). UN = unserviceable (The carrier's flight deck is rendered unusable; the carrier remains afloat but may not launch attack or search planes in subsequent turns. However, its attack missions for the current turn are unaffected. If further UN results are achieved against the same carrier, they have no additional effect). SK = sunk. The carrier is removed from the map; at the end of the game, the attacking player will receive victory points for its elimination.

When all attacks have been noted, the Japanese attacks are executed first, followed by US attacks. A separate attack is carried out for each plane attacking each carrier. Consult the combat table to find the results. As a result of combat, a ▷

Although the program runs on a BBC Micro, it makes little use of the features of BBC BASIC that are unique to this machine, and will run with few changes on other micros.

MODE 6
This gives a display of 40 columns by 25 lines.

ARRAY
Zero subscripts are not used; there is no need to make alterations for computers on which subscripts start from 1.

PRINT TAB
This is the equivalent of PRINT AT (row, column) in other BASICs.

PROCDELAY
This can be replaced with a GOSUB call.

VARIABLES

Jsearch/Usearch	Number of Japanese/US Search planes
TG	Used when searching array for a player's carriers; 1=Japanese, 2=US
SC/EC/SR/ER	Start/end row/column for nine-square search
JC/UC	Number of surviving Japanese/US carriers

```
   80MODE6:CLS
   90DIM MAP(30,30)
  100end=12:Jsearch=4:Usearch=4
  110FORturn=1TOend
  120CLS
  130PRINTTAB(15,0);"TURN ";turn
  140PRINTTAB(7,2);"Japanese Search Missions"
  150PRINT:PRINT
  160TG=2
  170FORX=1TOJsearch
  180GOSUB460
  190NEXT
  200CLS
  210PRINTTAB(15,0);"TURN ";turn
  220PRINTTAB(10,2);"US Search Missions"
  230PRINT:PRINT
  240TG=1
  250FORX=1TOUsearch
  260GOSUB460
  270NEXT
  280PROCDELAY
  290CLS:PRINT"Number of surviving Japanese Carrie
rs?"
  300INPUTJC:IFJC<1THEN700
  310PRINT:PRINT"Number of surviving US Carriers?"
  320INPUTUC:IFUC<1THEN700
  330PRINT"Please stand by"
  340FORCOL=1TO30:FORROW=1TO30:MAP(COL,ROW)=0:NEXT
:NEXT
  350CLS:PRINTTAB(7,0);"Japanese Carrier Movement"
  360TG=1:CC=JC:GOSUB520
  370CLS:PRINTTAB(9,0);"US Carrier Movement"
  380TG=2:CC=UC:GOSUB520
  390CLS:PRINT"Number of surviving Japanese Search
    planes"
  400INPUTJsearch
  410PRINT:PRINT"Number of surviving US Search pla
nes"
  420INPUTUsearch
  430NEXTturn
  440GOTO700
  450REM***Find search coordinates***
  460PRINT"What is centre of search area?"
  470INPUTN
  480COL=INT(N/100):ROW=N-(COL*100)
  490IF COL >30 OR ROW >30 THEN 470
  500GOSUB610
  510RETURN
  520REM**Collect carrier destinations**
  530PRINT"What are the destination squares for
 your carriers?"
  540FORX=1TOCC
  550INPUTN
  560COL=INT(N/100):ROW=N-(COL*100)
  570IF COL >30 OR ROW >30 THEN 550
  580MAP(COL,ROW)=TG
  590NEXT:RETURN
  600REM*****Search 9 squares*****
  610SC=COL-1:IFSC<1THENSC=1
  620EC=COL+1:IFEC>30THENEC=30
  630SR=ROW-1:IFSR<1THENSR=1
  640ER=ROW+1:IFER>30THENER=30
  650FOR COL = SC TO EC:FOR ROW = SR TO ER
  660IF MAP(COL,ROW)=TG THENPRINT"Enemy force sigh
ted at co-ordinate ";COL;ROW:PROCDELAY
  670NEXT:NEXT
  680RETURN
  690DEFPROCDELAY:FORD=1TO3000:NEXT:ENDPROC
  700CLS:PRINTTAB(14,10);"END OF GAME"
```

◁ carrier may be sunk (remove it from map) or rendered unserviceable (this can be noted by using a counter of a different colour to represent the carrier or by writing unserviceable beside the attack plane lines for that carrier on your record sheet).

An attack plane may have been given a mission against a carrier that has just been sunk by earlier attacks in the current phase. In that case the attack is wasted. Attack planes never suffer losses as a result of attacks and always return to their carriers (the game is too simple to claim any great historical realism). It is only when an air attack is made against a particular carrier for the first time that the counter representing the carrier is actually placed on the map. Once placed, however, it can never be removed (unless the carrier is sunk).

If all the carriers belonging to a player are sunk, the enemy player automatically wins the game. Thus, if all US carriers are sunk in Japanese attacks during a phase, US attacks for that phase are not carried out and the Japanese player will have won immediately.

It may happen that opposing carriers are discovered to be occupying the same square, although a player is not allowed to plot a destination square for his carrier if this square is known to be occupied by any other carrier. However, there is no particular effect resulting from simultaneous occupation and neither player is compelled to move his carrier out of the square if he does not wish to.

In phase 3 both players note, on their record sheets, new destination squares for their (active) carriers. The figure given under movement for each carrier is the maximum number of squares it may move in one turn; this number may not be exceeded.

Midway

Carrier movement is carried out just like plane movement, horizontally or vertically. Carriers may not leave the map. A carrier may choose to move less than its full movement allowance, or not at all. It may not enter the Midway square at all and may not enter a square known to be occupied by another other carrier. When both players have committed themselves to all moves, any carriers actually on the map are moved to the specified destination squares.

In phase 4 the computer needs to know the number of surviving carriers, the new locations of ships and the number of active search planes on both sides. The players input this information. Remember that the number of a player's surviving search planes is the number belonging to undamaged carriers, excluding search planes belonging to sunk and unserviceable carriers.

If no player wins automatically earlier in the game, play proceeds to the end of the 12th turn. Both players should have a complete record sheet showing their actions in the game. This can be referred to if there is any suspicion of cheating by either player.

Each player scores 10 victory points for each of this own carriers that is adjacent to the Midway square (in one of the eight surrounding squares) at the end of the game. For each carrier sunk, the enemy player scores its defensive strength. No points are scored for rendering enemy carriers unserviceable. The winner is the player with the higher victory points total.

This game has been presented in a "bare-bones" fashion so that a number of improvements can be made to it. The most obvious is probably to add a simple die-rolling routine to the program so that the players don't have to roll their own dice. More elaborately, the combat results table can be incorporated in the program. If a player inputs the defensive strength of an attacked carrier, the program can then carry out all attacks without the player's needing to consult the combat results table at all.

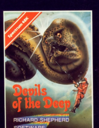
Bear in mind the implications of any proposed enhancement. For example, the map can be put on the screen but a screen-scrolling routine may be necessary to fit it all in and the program has to be able to display any one of three map dispositions (carrier locations known to the Japanese player, carrier locations known to the US player and carrier locations known to both players).□



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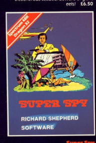
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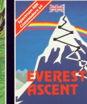
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Into the Valley of Death

***Brian Lloyd** shows you how to add danger and intrigue to the Valley of Death in this excerpt from "The Dragon Trainer"*

THE VALLEY of Death can be made even more ominous this month with the addition of some caves, a forest and a swamp. The program is written in Microsoft Extended Colour Basic — as used on a variety of micros including the Dragon and IBM's PC.

Listing one is the routine which sets up the caves. There will be a random number of caves (up to seven) in random places on the screen. Lines 320-340 put the caves on the screen and line 610 allows you to enter a cave. Lines 2520-2650 draw the cave and allow you to move around. The caves are littered with coloured blocks which represent objects. Lines 2670-2750 tell you what each object is as you move on top of it.

The objects in the cave are: The medallion of life, which allows you to stay alive for 16 moves if you are killed. If you manage to reach the palace or the keep before your 16 moves are up you are reincarnated. The magic wand allows you to cast magic spells when fighting. Initially you have three types of spell, and can use each spell up to six times. Once your experience is over 2000 you can use three other spells as well.

Magic shield

A spell may be cast simply by pressing 'S' when told to 'STRIKE NOW' during a fight. You will then be asked which spell you want to use (1-3 or 1-6). The success of the spell depends on your IQ. The higher your IQ the more likely it is your spell will work. I'll leave you to find out what each spell does.

The magic shield cuts down the amount of damage which monsters can do to you. The magic potions have a variety of effects, and you do not know what they do until you drink each one. You take a potion simply by typing 'P' at any time (apart from during a fight). You will then be asked which potion you want to take (each one is numbered). Gem increases your treasure but nothing else. A worthless stone is completely worthless. A monster — you can guess what happens if you tread on a monster!

Now that you are in the cave it would be nice if you could get out again. It would be even nicer to come out into the same valley which you started off in, so we need to keep a record of what the valley looks like. Listing two takes care of this by storing the top 10 lines of the screen in an array variable (A(n)).

Listing three is responsible for putting the valley picture back onto the screen, or at least line 1500 is. Line 2760 allows you to leave the cave, simply by moving into the blue border.

So far you can enter and leave the caves as you wish, and also pick up objects in them. But you can't do anything with the things you have picked up. We'll start to remedy this situation with the potions. Listing four adds a line into the key check routine which tells the computer to jump to the potion routine when you press the 'P' key. Lines 3130-3190 ask you which potion you want to take and tells you the effect.

The medallion of life is next. This rather useful object is allowed to do it's miraculous job in listing five. This keeps a record of how many moves you have made and reincarnates you if you reach the palace or keep in time. It also informs you that you have 16 moves to get home when you get killed (this is inserted into the fight routine).

Listing six controls the use of spells and makes sure that you can do the spell which you want to do. Line 350 asks you which spell you want, and lines 3270-3340 carry out the spells.

Up to now the ability of your character has kept growing and growing, but even in a fantasy world there has to be some limit to a man's abilities. He needs to be able to rest and regain his strength. Listing seven takes care of both of these points, making sure that your character's abilities do not go above 400. Line 2430 increases your energy if it is below 100 or your experience level each time your press 'G'.

When you're busy fighting monsters it's hard to keep track of how many of each spell you have left. Listing eight tells you this each time you press the 'S' key (as long as you are not fighting). Notice that you are told how many of the spells 4-6 you have, even if your experience is under 2000. This is because the wand has these spells in it, but you are not experienced enough to use them.

Now to plant a few trees in our valley. Listing nine gives us a forest, which we may explore, complete with it's own castle and a red moat. The routine is a patch routine and uses all the parts of the program normally used for the original valley.

Stars and stones

Listing 10 allows you to enter the castle and move around inside. You will find several objects (represented by stars) which will either be worthless stones, precious stones, or the amulet of the gods (which is what you came in for). The amulet gives you 100 of each spell and increases all your abilities. The castle also contains several monsters. Lines 1000-1170 draw the inside of the castle and lines 1180-1210 litter the floor with stars. Lines 1300-1330 let you move around the lines 1340-1400 tell you what you have found when you move onto a star. Line 1420 opens the door to the castle after a short time (the door locks when you come in), and lines 1430-1440 let you out.

Listing 11 sets up the swamp, which is totally identical to the forest except that there are reeds about instead of trees and everything is generally wetter. There is also a castle containing an amulet (there is only one between the two castles, however).

That's all for this month. Next month we'll conclude the Valley of Death with a dungeon and a surprise routine to end the game. We'll also tidy up all the loose ends and give your character an ego. Until next month, though, you can keep busy with the monsters in the caves, forest and swamp.

Each of the three parts of this series of articles can be used on its own, but works better as a whole. Send a stamped addressed envelope to Valley of Death, Micro Adventurer, 12-13 Little Newport St, London WC2R 3LD, for photocopies of the first article. □

Continued from 31

This program is written in Microsoft Basic. Here seven caves are set up for you to explore. Inside the caves are a number of objects which may help or impede your journey through the valley

Listing One – Caves

```
 320 FORN=0TORND(6)
 330 R=RND(288)+1024:IFPEEK(R)=96THENPOKER,79:ELSE330
 340 NEXT
 610 IFPEEK(MAN+D)=79THENMAN=MAN+D:Q=MAN:W=79:GOTO2520
2520 FORN=33TO288STEP32:PRINT@N,STRING$(30,128);CHR$
     (175);:NEXT
2530 FORN=0TORND(20)
2540 M=RND(319)+1024:IFPEEK(M)=128THENPOKEM,143+RND(7)*16:
     ELSEGOTO2540
2550 IFPEEK(M)=175THENPOKEM,143+RND(7)*16:GOTO2550
2560 NEXT
2570 PRINT@320,"IN A CAVE"
2580 MAN=1296
2590 POKEMAN,36
2600 GOSUB360
2610 GOSUB2300
2650 IFD=0THEN2610
2660 IFPEEK(MAN+D)=128THEN2750
2670 IFPEEK(MAN+D)<>175ANDRND(8)=5ANDMEDALLION<>1THEN
     PRINT@480,"YOU'VE FOUND THE MEDALLION!";:FORN=0TO2000:
     NEXT:PRINT@480,STRING$(31,32);:MEDALLION=1:GOTO2750
2680 IFPEEK(MAN+D)=175THEN2760
2690 M=RND(10):IFM=2THENPRINT@480,"YOU'VE FOUND A GEM!";:
     FORN=0TO2000:NEXT:PRINT@480,STRING$(19,32);:TR=TR+RND(
     300):GOTO2750
2700 IFM=4ANDWAND<>1THENPRINT@480,"YOU'VE FOUND THE MAGIC
     WAND!";:FORN=0TO2000:NEXT:PRINT@480,STRING$(28,32);:
     WAND=1:GOTO2750
2710 IFM=6ANDSHIELD<>1THENPRINT@480,"YOU'VE FOUND THE
     MAGIC SHIELD!";:FORN=0TO2000:NEXT:PRINT@480,STRING$(
     31,32);:SHIELD=1:GOTO2750
2720 IFM=8THENPRINT@480,"YOU'VE FOUND A MAGIC POTION!";:
     FORN=0TO2000:NEXT:PRINT@480,STRING$(31,32);:P=P+1:
     POTION(P)=RND(4):GOTO2750
2730 IFM=10THENGOSUB2770:GOTO2750
2740 PRINT@480,"NOTHING OF VALUE";:FORN=0TO2000:NEXT:
     PRINT@480,STRING$(31,32);
2750 MAN=MAN+D:POKEMAN-D,128:D=0:GOTO2590
2760 GOTO2760
```

The valley is stored

Listing Two – Screen Record

```
 420 GOSUB1490
1490 DIMA(320):FORN=0TO320:A(N)=PEEK(N+1024):NEXT:RETURN
```

You can leave the caves

Listing Three – Screen Restore

```
1500 FORN=0TO320:POKE1024+N,A(N):NEXT:RETURN
2760 PRINT@320,"#########";:MAN=Q:Z=W:GOSUB1500:GOTO720
```

Now you know what the potions can do and when to use them

Listing Four – Potion Routine

```
2390 IFA$="P"THENGOSUB3130
3130 PRINT@448,"POTION NUMBER";:INPUTV:IFPOTION(V)=1THEN
     PRINT@448,"IT'S POISONOUS!":FORN=0TO2000:NEXT:PRINT@
     448," "
3140 IFPOTION(V)=1THENEN=EN-RND(50):IFEN<=0THEN3080:ELSE
     POTION(V)=0:RETURN
3150 IFPOTION(V)=2THENPRINT@448,"YOUR NOSE TURNS A FUNNY
     COLOUR!":POTION(V)=0:FORN=0TO2000:NEXT:PRINT@448," ":
     RETURN
```

```
3160 IFPOTION(V)=3THENPRINT@448,"IT DOES NOTHING!";:FORN=0
    TO2000:NEXT:PRINT@448," ":POTION(V)=0:RETURN
3170 IFPOTION(V)=4THENPRINT@448,"YOUR iq INCREASES!";:
    FORN=0TO2000:PRINT@448," ":IQ=IQ+RND(5)*10:POTION(V)=
    0:RETURN
3180 IFPOTION(V)=0THENPRINT@448,"THERE'S NOTHING IN IT!":
    FORN=0TO2000:NEXT:PRINT@448,"":RETURN
3190 PRINT@448,"YOU GAIN";:L=RND(10)*2:PRINTL;"POINTS OF
    ENERGY!";:EN=EN+L:POTION(V)=0:FORN=0TO2000:NEXT:PRINT@
    448,"":RETURN
```

The medallion comes to life — you are reincarnated

```
Listing Five - Medallion
 510 IFDEAD<>0THENDEAD=DEAD+1:IFDEAD=18ANDCASTLE<>1AND
    PL<>1THEN3770
 520 IFDEAD>0AND(CASLE=1ORPL=1)THENPRINT@320,"YOU'RE ALIVE
    AGAIN!";:FORN=0TO2000:NEXT:PRINT@320,STRING$(19,32);:
    EN=(RND(50))*3:DEAD=0:GOSUB360
3080 IFEN<=0ANDMEDALLION<>1THENGOTO3770:ELSEIFEN<=0THEN
    PRINT@320,"YOU'VE GOT 16 MOVES TO GET HOME!";:FORN=0
    TO2000:NEXT:YZ=1
3090 IFYZ=1THENPRINT@320,STRING$(31,32);:PRINT@448,"":
    PRINT@480,STRING$(32,32);:DEAD=1:YZ=0:RETURN
```

Spells are needed to ensure a safe passage through the valley. You now know what they can do for you

```
Listing Six -  Spells
2940 IFA$="S"ANDWAND=1THENGOSUB3250:SP(S)=SP(S)-1:
    IFV=1THENEX=EX+H:EN=EN+INT(RND(H/2)):YZ=1:V=0
2950 IFYZ=1THENFORN=0TO2000:NEXT:PRINT@320,"":PRINT@448,
    "":PRINT@480,STRING$(31,32);:YZ=0:RETURN
3250 PRINT@448,"SPELL NUMBER";:INPUTS
3260 IFS>3ANDEX<2000THEN3350
3270 IFS=1ANDRND(400)<IQ ANDSP(1)>0THENPRINT@448,"THE
    MONSTER FALLS ASLEEP!";:FORN=0TO2000:NEXT:PRINT@448,
    "":V=1:IQ=IQ+RND(5)*5:RETURN
3280 IFS=2ANDRND(400)<IQ ANDSP(2)>0THENPRINT@448,"THE
    MONSTER IS BLINDED AND RUNS OFF!";:FORN=0TO2000:NEXT:
    PRINT@448,"":PRINT@480,STRING$(31,32);:V=1
3290 IFV=1THENIQ=IQ+RND(5)*5:RETURN
3300 IFS=3ANDSP(3)>0ANDRND(400)<IQ THENPRINT@448,"THE
    MAGIC SHIELD HOLDS!";:FORN=0TO2000:NEXT:PRINT@448,"":
    V=1:IQ=IQ+RND(5)*5:RETURN
3310 IFS=4ANDSP(4)>0ANDRND(400)>IQ THENPRINT@448,"THE WEB
    FALLS ON THE MONSTER!";:FORN=0TO2000:NEXT:PRINT@448,
    "":V=1:IQ=IQ+RND(5)*5:RETURN
3320 IFS=5ANDSP(5)>0ANDRND(400)>IQ THENPRINT@448,"THE
    MONSTER IS ENVELOPED IN####DARKNESS!";:FORN=0TO2000:
    NEXT:V=1
3330 IFV=1THENPRINT@448,"":PRINT@480,STRING$(31,32);:IQ=
    IQ+RND(5)*5:RETURN
3340 IFS=6ANDSP(6)>0ANDRND(400)>IQ THENPRINT@448,"THE
    MONSTER TURNS INTO JELLY!";:FORN=0TO2000:NEXT:PRINT@
    448,"":IQ=IQ+RND(5)*5:V=1:RETURN
3350 IFSP(S)<1THENPRINT@448,"YOU HAVEN'T GOT THAT
    SPELL!";:FORN=0TO2000:NEXT:PRINT@448,"":RETURN
3360 PRINT@448,"THE SPELL FAILED!";:FORN=0TO2000:NEXT:
    PRINT@448,"":RETURN
```

but your strength wanes after so much excitement and you need to rest

```
Listing Seven - Ability Control and Rest
 460 IFIQ>400THENIQ=400
 470 IFEN>400THENEN=400
```

Continued on page 34

Continued from 33

```
480 IFST>400THENST=400
2430 IFA$="G"AND(EN<EX OR EN<100)THEN EN=EN+RND(10)*2
2620 IFST>400THENST=400
2630 IFIQ>400THENIQ=400
2640 IFEN>400THENEN=400
```

Watch out — you are running out of spells

```
Listing Eight - Spell Check
2420 IFA$="S"ANDWAND=1THEN4200
4200 FORN=320TO448STEP32:PRINT@N,"":NEXT
4210 PRINT@480,STRING$(30,32);
4220 FORN=1TO6
4230 PRINT@320+((N-1)*32),"SPELL";N;"=";SPELL(N);
4240 NEXT
4250 FORN=0TO2000:NEXT
4260 FORN=320TO448STEP32:PRINT@N,"":NEXT
4270 PRINT@480,STRING$(30,32);
4280 RETURN
```

A thick forest and a castle with a moat. Can these help you on your quest?

```
Listing Nine - Forest
290 N=RND(288)+1024:IFPEEK(N)=96ANDPEEK(N+1)=96THENPOKEN,
   94:POKEN+1,94:ELSEGOTO290
600 IFF=0AND PEEK(MAN+D)=94THENMAN=MAN+D:POKEMAN-D,Z:Z=
   PEEK(MAN):Q=MAN:W=Z:Z=143:GOSUB800:GOTO660
620 IFPEEK(MAN+D)=175AND(SWAMP=1 OR F=1)THENGOSUB1500:
   MAN=Q:Z=W:SWAMP=0:F=0:GOTO660
740 IFF=1THENPRINT@320,"IN THE FOREST"
880 FORN=32TO256STEP32:PRINT@N,CHR$(175);STRING$(30,32);
   CHR$(175);:NEXT
890 FORN=0TO70:X=RND(255)+1056
900 IFPEEK(X)=96THENPOKEX,94
910 NEXT
920 F=1
930 PRINT@320,"IN THE FOREST"
940 GOSUB1470
950 PATH=0:MAN=1296
960 RETURN
1470 POKE1097,191:POKE1098,191:POKE1099,191:POKE1128,191:
   POKE1131,191:POKE1132,191:FORN=1160TO1163:POKEN,191:
   NEXT
1480 POKE1193,191:POKE1130,159:POKE1129,96:RETURN
```

Inside the castle. It contains a number of objects worthless, precious and dangerous. It could bring you fortune or ruin

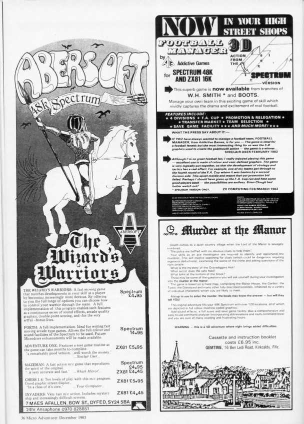
```
Listing Ten - Castle
430 GOTO720
760 IFZ=159THEN970
970 FORN=0TO288STEP32:PRINT@N,STRING$(32,32);:NEXT
980 PRINT@320,"IN THE CASTLE";
990 TIMER=0
1000 PRINT@8,STRING$(16,191):PRINT@40,CHR$(191);
1010 PRINTSTRING$(14,32);CHR$(191):PRINT@72,CHR$(191);
1020 PRINT"##";:FORN=0TO4:PRINTCHR$(191);:NEXT:PRINT"##";
1030 PRINTCHR$(191);CHR$(191);" ";CHR$(191);" ";CHR$(191)
1040 PRINT@104,CHR$(191);" ";CHR$(191);CHR$(191);" ";
1050 PRINTCHR$(191);" ";CHR$(191);" ";CHR$(191);"#####";
   CHR$(191)
1060 PRINT@136,CHR$(191);"##";CHR$(191);"######";CHR$
   (191);
1080 PRINT"####";CHR$(191):PRINT@168,CHR$(191);"##";CHR$
   (191);
1090 PRINTCHR$(191);" ";CHR$(191);CHR$(191);CHR$(191);
1100 PRINT"  ";CHR$(191);" ";CHR$(191);CHR$(191);
```

```
1110 PRINTCHR$(191):PRINT@200,CHR$(191);"######";CHR$
     (191);
1120 PRINTCHR$(191);"######";CHR$(191)
1130 PRINT@232,CHR$(191);"  ";STRING$(4,191);
1140 PRINT"####";:FORN=0TO5:PRINTCHR$(191);:NEXT
1150 PRINT@264,CHR$(191);"  ";CHR$(191);"####";CHR$(191);
1160 PRINTCHR$(191);"####";CHR$(191);CHR$(191);CHR$(191);
1170 PRINT@296,CHR$(191);CHR$(207);STRING$(14,191)
1180 FORN=0TORND(4)+2
1190 X=RND(9)*32:X=X+RND(14)+1032
1200 IFPEEK(X)=96THENPOKEX,106:ELSEGOTO1190
1210 NEXT
1220 MAN=1321:Z=207
1230 POKEMAN,36
1240 IFIQ>400THENIQ=400
1250 IFEN>400THENEN=400
1260 IFST>400THENST=400
1270 IFRND(4)=2ANDDEAD=0THENGOSUB2770
1280 IFDEAD<>0THENDEAD=DEAD+1:IFDEAD=18THEN3770
1290 GOSUB360
1300 GOSUB2300
1310 E=E+1:IFE=10THENEN=EN-1:E=0
1320 IFPEEK(MAN+D)=96THENMAN=MAN+D:POKEMAN-D,Z:Z=PEEK
     (MAN):GOTO1410
1330 IFPEEK(MAN+D)=106THENMAN=MAN+D:POKEMAN-D,Z:Z=96:
     ELSE1400
1340 R=RND(5)
1350 IFR=4ANDAMULET=0THENPRINT@480,"YOU'VE FOUND THE
     AMULET!";
1360 IFR=4ANDAMULET=0THENFORN=0TO2000:NEXT:PRINT@480,
     STRING$(24,32);:EN=EN+RND(10)*10
1370 IFR=4ANDAMULET=0THENIQ=IQ+RND(10)*10:ST=ST+RND(10)*
     10:FORN=1TO6:SPELL(N)=100:NEXT:AMULET=1
1380 IFR=5THENPRINT@480,"YOU'VE FOUND A PRECIOUS STONE!";
     :TR=TR+RND(5)*100
1390 IFR=5THENFORN=0TO2000:NEXT:PRINT@480,STRING$(31,32);
1400 IFR<4THENPRINT@480,"YOU'VE FOUND A WORTHLESS STONE!";
     :FORN=0TO2000:NEXT:PRINT@480,STRING$(31,32);
1410 D=0
1420 IFTIMER>1000THENPOKE1321,96
1430 IFMAN=1321THENZ=143:FORN=32TO256STEP32:PRINT@N,
     STRING$(32,32);:NEXT:PRINT@0,STRING$(32,175)
1440 IFMAN=1321THENPRINT@288,STRING$(32,175):IFF=1THEN
     GOSUB880:MAN=1164:GOTO430:ELSEGOSUB800:MAN=1164:
     GOTO430
1450 GOTO1230
```

Adding the finishing touches. Some water, a few reeds and you have a swamp

Listing Eleven – Swamp

```
350 N=RND(286)+1024:IFPEEK(N)=96THENPOKEN,45:ELSE350
590 IFPEEK(MAN+D)=45THENMAN=MAN+D:POKEMAN-D,Z:Z=PEEK
    (MAN):Q=MAN:W=Z:Z=143:GOSUB800:GOTO660
730 IFSWAMP=1THENPRINT@320,"IN THE SWAMP"
800 FORN=32TO256STEP32:PRINT@N,CHR$(175);STRING$(30,32);
    CHR$(175);:NEXT
810 FORN=0TO70:X=RND(255)+1056
820 IFPEEK(X)=96THENPOKEX,109
830 NEXT
840 PRINT@320,"IN THE SWAMP";
850 GOSUB1470
860 PATH=0:SWAMP=1:MAN=1296
870 RETURN
```



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THE WIZARD'S WARRIORS: A fast moving game that matches developments in your skill as a player by becoming increasingly more devious. By offering to you the full range of options you can choose how to control your warrior through the maze. A full implementation of this program enables such features as a continuous series of sound effects, arcade quality graphics, double-point scoring, and--for the very artful --bonus lives.
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IF YOU have always wanted to manage a football team, FOOTBALL MANAGER, from Addictive Games, is for you — The game is ideal for a football fanatic but the most interesting thing for us was the 3-D graphics used to create the goalmouth action — the game is a winner.
SINCLAIR USER FEBRUARY 1983
Although I'm no great football fan, I really enjoyed playing this game — excellent use is made of colour and user-defined graphics. The game is very logically put together, so that the development of strategy and tactics has a real effect. For example, one of my teams got through to the fourth round of the F.A. Cup where it was beaten by a second division side. This upset morale and meant that our promotion bid failed. Perhaps I should have given up the F.A. Cup run and held some good players back — the possibilities are endless. Brian Clough had better watch out!
* SPECTRUM VERSION ONLY.
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Gemtime
Murder at the Manor
Death comes to a quiet country village when the Lord of the Manor is savagely murdered.
The police are baffled with no obvious clues to help them.
Your skills as an ace investigator are required to identify and apprehend the murderer. This will involve searching for clues (which could be dangerous requiring ingenious deductions), examining the scene of the crime and asking questions of the right people.
What is the mystery of the Gravediggers Hut?
What secret does the safe hold?
What lurks at the bottom of the brook?
These may be some of the questions you will ask yourself during your investigation into the murder at the manor.
The game is based on a fixed map, comprising the Manor House, the Garden, the Town, the Graveyard and many other fully described locations, inhabited by a variety of individual characters whom you are likely to meet.
It is up to you to solve the murder, the locals may know the answer — but will they tell YOU!
This original adventure fills your 48K Spectrum with over 120 locations, all of which are depicted in full colour machine-coded graphics.
Add sound effects, a full score and save game facility plus a comprehensive and easy to use command analyser (incorporating abbreviations and multi-command lines) and you are sure of many exciting and frustrating hours.
WARNING — this is a 4D adventure where night brings added difficulties.
Cassette and instruction booklet costs £6.95 inc.
GEMTIME, 16 Ben Ledi Road, Kirkcaldy, Fife.

YOUR ADVENTURES

Andrew Gregory suggests a variation to the input sequence for the Spectrum **(this page)**. His program serves the dual purpose of enabling you to prompt for responses anywhere you like on the screen and can conveniently be used as a subroutine. From a 13-year-old schoolboy in Kent, Tom Hyde, comes Rescue, a game in which you pit your wits against vicious trolls before freeing some hapless prisoners **(page 40)**. In a program based on the cartoon Master of the Universe a distressed princess is in need of help so the player takes the form of a he-man to rescue her **(page 41)**. And for BBC micro users Andy Mitchell examines the uses of the SAVE command in adventure games **(page 42)**.

Send us your adventure listings — modules which readers can incorporate into their own games, short adventures and useful programming routines are all welcome. Please send us a printout and cassette along with a general description of the program and details of how it is constructed and can be used. If you want us to return your program, enclose a stamped, addressed envelope. If you have any queries on the listings, write to the appropriate author, Your Adventures, Micro Adventurer, 12-13 Little Newport St, London WC2R 3LD

A subroutine that serves two purposes

From Andrew Gregory in Wantage

ONE OF THE key routines in any adventure game is the input sequence. Although there is nothing wrong with the conventional Spectrum input it can get a bit boring.

The program enables you to prompt for responses anywhere you like on the screen and can conveniently be used as a subroutine in your own programs. When the subroutine is called the input area is delineated by flashing cursors until ENTER is pressed.

Although it would be simple to give the routines any number you wish, in my example it begins at 9900. It is simple to use this routine — I have used line 9000 as a typical example.

Firstly values are given to X and Y — these are the screen co-ordinates of the prompt. Z is the length of the prompt (the maximum is obviously the length of the screen). The routine is called with GOSUB 9900 once completed. It will have returned your input as Z$ and the length will be variable Z. Any input captial or lower case is allowed and the delete key functions are as normal.

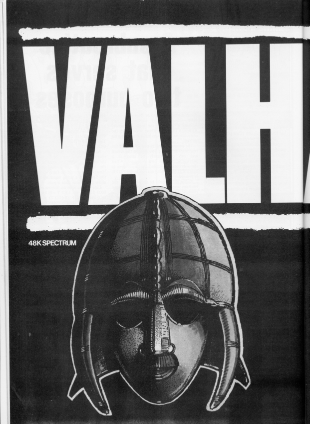
You could check input with a line like:
9954 IF CODE Z$<65 OR CODE Z$>90 THEN BEEP .1,20:LET X1 = X1 -1: GOTO 9915

As it stands there is a problem with the routine in that Z must be declared before the routine is called and must be defined as the length of the input you expect. However, it should be fairly simple to use the Spectrum's string handling abilities to allow for various data inputs.

Line 9000 acts as an illustration:
9000 LET X=0: LET Y=0: LET Z=11: GOSUB 9900: IF Z$ (TO Z) = ''Drop statue'' THEN PRINT AT 21,0; ''I don't see the statue here''

To see the routine in action enter Drop statue when prompted. Obviously there is no need to have the input area marked off with the symbols I've used here — you might wish to use your own user defined graphic shapes instead.

```
9000 LET X=0: LET Y=10: LET Z=11
. GO SUB 9900: IF Z$( TO Z)="Dro
p statue"( TO Z) THEN PRINT AT 2
1,0;"I don't see the statue here
"
9900 IF X>21 OR Y+Z+1>31 OR Z=0
THEN RETURN
9905 PRINT BRIGHT 1; FLASH 1;AT
X,Y+Z+1;">";AT X,Y;"<";
9910 LET X1=0
9915 PAUSE 0: LET Z$=INKEY$
9920 IF CODE Z$=13 THEN GO TO 99
65
9925 IF CODE Z$=12 AND X1=0 THEN
 GO TO 9915
9930 IF CODE Z$=12 THEN PRINT CH
R$ 8;" ";CHR$ 8;: LET X1=X-1: GO
 TO 9915
9935 IF CODE Z$<>6 THEN GO TO 99
50
9940 IF PEEK 23658=0 THEN POKE 2
3658,8: GO TO 9915
9945 POKE 23658,0: GO TO 9915
9950 LET X1=X1+1
9955 IF X1>Z THEN BEEP .1,20: LE
T X1=X1-1: GO TO 9915
9960 PRINT Z$(1);: GO TO 9915
9965 PRINT AT X,Y+Z+1;">";AT X,Y
;"<";: LET X1=0: DIM Z$(Z)
9970 LET X1=X1+1: IF X1>Z THEN R
ETURN
9975 LET Z$(X1)=SCREEN$ (X,Y+X1)
9980 GO TO 9970
```


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MA 12

Wage war against gang of trolls

From Tom Hyde in Kent for the Dragon

IN THIS adventure from 13-year-old Thomas Hyde, of Kent, you battle trolls and other creatures in order to carry out a rescue, as the game is called.

Lines 10-150 define variables and strings, 160-460 are the main parts of the program, 470-490 mark the end of the program phases, 500-530 end the game.

```
10 REM RESCUE COPYRIGHT TOM HYDE(13) 12TH OCTOBER '83
20 M$= CHR$(129)
30 B$= CHR$(128)
40 C$= CHR$(131)
50 D$= CHR$(130)
60 E$= CHR$(137)
70 F$= CHR$(133)
80 G$= CHR$(138)
90 H$= CHR$(139)
100 I$=CHR$(135)
110 J$=CHR$(134)
120 A=INT(RND(9))
130 B=5
140 REM INTRO
150 CLS3:PRINT"THIS IS AN ADVENTURE GAME WHERE YOU HAVE TO RESCUE A FREIND
FROM A CELL IN A DUNGEON. IT   IS NOT AS EASY AS IT SOUNDS"
160 PRINT"THERE ARE OBSTICLES TO MEET"
170 PRINT"YOU HAVE 5 PIECES OF GOLD"+CHR$(159)+" "+CHR$(159)+" "+CHR$(159)+" "+C
HR$(159)+" "+CHR$(159)+" ":SOUND1,10
175 FOR X=1 TO 3000:NEXT X
180 FOR S=1 TO8:CLS S:FORN=1TO200:NEXTN:NEXT S
190 REM MAIN PROG
200 PRINT"YOU HAVE ENTERED THE DUNGEON"
210 PRINT"THE ROOM YOU ARE IN CONTAINS A  TROLL"
220 PRINT"HE IS STARING AT YOU":SOUND1,10
230 FOR D=1 TO 3000:NEXT D
240 CLS 4:PRINT"HE WILL LET YOU PASS FOR ";A;"    PIECES OF GOLD":SOUND 1,10
250 FOR T=1 TO3000:NEXT T
260 IF A>B THEN GOTO 500
270 IF A<=B THEN CLS 5:PRINT"YOU WERE LUCKY. HE LET YOU PASS  WITH JUST A GRUNT"
:SOUND 1,10
280 B=B-A
290 FOR E= 1 TO 3000:NEXT E:CLS:PRINT"YOU HAVE ENTERED ANOTHER ROOM"
300 PRINT" DO YOU WANT T@ GO LEFT OR RIGHT?":SOUND 1,10
310 INPUT A$
320 IF A$="LEFT"OR A$="L" THEN CLS 8:PRINT"YOU HAVE FOUND A COIN":B=B+1:SOUND1,1
0:GOTO 200
330 IF A$="RIGHT"OR A$="R"THEN CLS:PRINT"A PIRATE JUMPS OUT.HE STEALS 2 GOLD COI
NS.YOU CARRY ON.":B=B-2:SOUND 1,10
340 PRINTM$+B$+B$+M$+C$+C$+D$+B$+B$+D$
350 PRINTB$+E$+B$+F$+I$+H$+G$+B$+J$+B$
360 PRINTB$+B$+E$+B$+H$+I$+B$+J$+B$+B$
370 PRINTB$+B$+B$+E$+B$+B$+J$+B$+B$+B$
380 PRINTB$+B$+B$+B$+E$+J$+B$+B$+B$+B$
390 PRINTB$+B$+B$+B$+J$+E$+B$+B$+B$+B$
400 PRINTB$+B$+B$+J$+B$+B$+E$+B$+B$+B$
410 FOR F=1 TO3000:NEXT F:CLS:PRINT"YOU HAVE ENTERED THE CELL       COMPOUND AND
 HAVE RESCUED        A FRIEND.":SOUND 1,10
420 FOR M=1TO3000:NEXT M
430 PRINT"YOU AND YOUR FRIEND HAVE ENTERED A CORRIDOR"
440 PRINT"IF THE  AMOUNT OF GOLD IS EQUAL TO THE AMOUNTOF COMPANIONS THEN YOU ES
CAPE THROUGH A SECRET       DOOR"
450 PRINT"YOU HAVE ";B;" PIECES OF GOLD":SOUND 1,10:FOR H=1 TO 5000: NEXT H: IF
B=1 THEN GOTO 510
460 PRINT"IF NOT YOU TURN RIGHT":SOUND 1,1
470 FOR H=1TO3000:NEXT H:CLS2:PRINT"YOU ARE IN A SMALL ROOM WITH AN OGRE!!"
480 PRINT"HE STEALS YOUR MONEY AND KILLS  YOU!!":SOUND 1,15
490 PLAY "T1DFCDG":PRINT"ANOTHER GO?":INPUT A$:IF A$="YES"OR A$="Y" THEN GOTO10:
IF A$="NO"OR A$="N"THEN STOP
500 PRINT"YOU HAVEN'T ENOUGH GOLD.HE BOILS YOU ALIVE IN OIL":SOUND 4,20:GOTO490
510 PRINT"WELL DONE!! YOU ESCAPED":SOUND2,10:GOTO490
520 PRINT"HARD LUCK!!!!":SOUND 1,10:GOTO490
530 REM *********************
540 REM *WRITTEN BY TOM HYDE*
550 REM *  AGE 13           *
560 REM *********************
```

Master the universe

From R Pearmain in Grimsby

IN THIS adventure program for the Spectrum 16 or 48K the player becomes a he-man who is faced with the formidable task of destroying an evil force that holds a distressed princess captive.

The game, based on the cartoon Master of the Universe, has to be typed in in three parts: enter program one and then enter goto 200 to save; enter program two with the data and type goto 200 to save. (This program redefines the letters.) Enter the main program and save by inputting SAVE "HE MAN" LINE 1.

Variables

Score	— score
Lives	— lives
Enemies	— enemies
Magic	— magic
Sword	— sword
S£	— Score board
A	— enemies' strength
Strength	— your strength
C	— normal (so is N and D)

Lines

10-140	Set up vars and graphics
200-4000	Game
5000	Save game
9000	Data for graphics
9500	Instructions

```
  10 BORDER 0: PAPER 0: INK 7: C
LS
  20 PRINT AT 10,6;"PLEASE WAIT
A MOMENT"
  30 GO SUB 9000
  50 GO SUB 9500
  60 BEEP .1,0: BEEP .1,-1
  70 CLS
  80 LET SCORE=0
  90 LET LIVES=3
 100 LET ENEMIES=10
 110 LET MAGIC=3
 120 LET SWORD=1
 130 RANDOMIZE
 140 LET S$="00000000"
 199 REM START
 200 PRINT AT 0,0;S$( TO 8-LEN S
TR$ SCORE);SCORE
 210 PRINT AT 2,0;"STATUS REPORT
"
 215 PRINT AT 0,0;S$( TO 8-LEN S
TR$ SCORE);SCORE
 220 PRINT AT 4,0;"HITS=";LIVES
 230 PRINT ''"ENEMIES LEFT=";ENEM
IES
 240 PRINT ''"MAGIC LEFT=";MAGIC
 250 IF SWORD=1 THEN PRINT ''"YOU
 HAVE THE POWER!"
 260 LET STRENGTH=(SCORE-LIVES)+
10*(SCORE+10)
 270 PRINT ''"YOUR STRENGTH IS ";
STRENGTH
 280 PRINT AT 13,0;"THE GUARDS H
AVE CAPTURED YOU ANDYOU HAVE BEE
N CAST INTO THE      ARENA OF DEA
TH.IF YOU MANNAGE TOKILL ALL THE
 ENEMIES THEN YOU    WILL BE ABLE
 TO RETURN WITH THE PRINCESS."
 290 RANDOMIZE
 295 PAUSE 0
 300 LET A=INT (RND*100)+50
 310 IF A>=STRENGTH THEN LET STR
ENGTH=LIVES=LIVES-1: GO TO 1000
 320 IF A<STRENGTH THEN LET STRE
NGTH=STRENGTH+INT (RND*2)+10: GO
 TO 2000
 330 GO TO 200
1000 LET LIVES=LIVES-1
1010 IF LIVES=0 OR LIVES=-1 THEN
 GO TO 3000
1020 CLS
1030 PRINT AT 0,0;"HE-MAN.YOU AR
E WOUNDED.YOU CAN  ONLY WITHSTAN
D ";LIVES;" MORE       BLOWS BEFOR
E YOU DIE."
1040 PAUSE 200
1050 BEEP .1,20
1055 CLS
1060 GO TO 210
2000 LET ENEMIES=ENEMIES-1
2010 IF ENEMIES=0 OR ENEMIES=-1
THEN GO TO 4000
2020 CLS
2030 PRINT AT 0,0;"GREAT SHOT HE
 MAN"
2035 LET SCORE=SCORE+INT (RND*10
)+1000
2040 PAUSE 200
2050 BEEP .1,0: BEEP .1,-1
2055 CLS
2060 GO TO 210
3000 CLS
3010 LET C=0: LET D=21
3020 PRINT AT C,0; INK 6;"▼▼▼▼▼▼
▼▼▼▼▼▼▼▼▼▼▼▼▼▼▼▼▼▼▼▼";AT D
,0; INK 2;"▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲
▲▲▲▲▲▲▲▲▲▲▲▲▲"
3030 LET C=C+1: LET D=D-1
3040 PRINT AT C-1,0;"
                          ";AT D+1,0;
"
  "
3050 IF C=20 OR D=2 THEN GO TO 3
070
3060 CLS
3070 PRINT "LOOKS LIKE YOUR BEAT
EN HE MAN"
3080 INPUT "ANOTHER GO HE-MAN ";
A$
3090 IF A$(1)="Y" THEN RUN
3100 PRINT "ARE YOU SHORE YOU DO
 NOT WANT    TO PLAY AGAIN."
3110 INPUT A$: IF A$="Y" THEN FO
R N=100 TO 0 STEP -2: BEEP .1,N:
 NEXT N
3120 PRINT USR 0
3130 STOP
4000 CLS
4010 PRINT "YOU DID IT HE MAN.YO
U ARE THE    MASTER OF THE UNIVER
SE.
  "
4020 FOR N=3 TO 20: PRINT AT N,0
; INK 3;"□□□□□□□□□□□□□□□□□□□□□
□□□□□□□□□□□": PRINT AT 21,0;"↓↓↓↓↓
↓↓↓↓↓↓↓↓↓↓↓↓↓↓↓↓↓↓↓↓↓↓↓↓↓↓↓"
4025 NEXT N
4030 FOR N=0 TO 50 STEP 2: BEEP
.1,N: BEEP .1,-N: NEXT N
4040 PAUSE 0
4050 CLS : PRINT "THE PRINCESS I
S YOURS."
4060 INPUT "ANOTHER GAME HE-MAN,
MASTER OF    THE UNIVERSE? ";A$
4070 IF A$="Y" THEN RUN
4080 FOR N=100 TO 0 STEP -2: BEE
P .1,N: NEXT N
4090 PRINT USR 0
4100 STOP
5000 REM SAVE GAME ROUTINE
5010 SAVE "HE-MAN"CODE 31744,768
: SAVE "HE-MAN" LINE 1
5020 PRINT "REWIND,TO VERIFY": V
ERIFY "": STOP
9000 FOR N=USR "A" TO USR "E"+7
9010 READ A
9020 POKE N,A
9030 NEXT N
9040 RETURN
9050 DATA 255,129,129,129,129,12
9,129,255
9060 DATA 255,0,0,0,0,0,0,0
9070 DATA 24,24,24,24,60,60,24,0
9080 DATA 255,255,126,126,60,60,
24,24
9090 DATA 24,24,60,60,126,126,25
5,255
9100 STOP
9500 CLS
9510 PRINT "YOU ARE THE SUPERHER
O HE-MAN AND"'"YOUR TASK IS TO E
NTER THE CASTLE"'"OF GREYSKULL A
ND  TO RESCUE THE "'"PRINCESS."
9520 PRINT ' FLASH 1;"BEWARE"; F
LASH 0;" THE EVIL ENEMIES"
```

```
9530 PRINT AT 21,0;"PRESS ANY KE
Y TO START THE QUEST": PAUSE 0:
CLS : RETURN
IN PROG 1 CHANGE LINE 6 TO
   6 POKE 23607,123: LOAD ""
TYPE IN PROG 1 THEN SAVE IT BY
ENTERING GOTO 200

   1 REM HE MAN
   2 REM BY ROBERT PEARMAIN
   3 REM ©1983 (25/9)
   4 CLEAR 31743
   5 LOAD ""CODE
   6 LOAD ""
   7 STOP
 200 SAVE "HE-MAN" LINE 1
TYPE IN PROG 2 AND SAVE IT BY
ENTERING GOTO 200

  10 CLEAR 31743
  15 LET B=31744
  20 FOR N=15616 TO 16383
  25 POKE B,PEEK N
  30 LET B=B+1
  40 NEXT N
  50 POKE 23607,123
  60 FOR N=31872 TO 31872+80: RE
AD A: POKE N,A: NEXT N
  70 FOR N=32008 TO 32008+(8*26)
: READ A: POKE N,A
  80 NEXT N
100 DATA
0,0,126,66,70,70,126,0,0,0,24,8,
8,28,28,0,0,0,126,6,126,64,126,0
,0,0,124,4,126,6,126,0,0,0,96,10
2,126,6,6,0,0,0,126,64,126,6,126
,0,0,0,124,64,126,70,126,0,0,0,1
26,6,12,24,24,0,0,0,60,36,126,10
2,126,0,0,0,126,66,126,6,6,0,0,
110 DATA
0,0,126,70,126,70,70,0,0,0,124,9
8,124,98,124,0,0,0,126,70,64,70,
126,0,0,0,126,70,70,70,126,0,0,0
,126,96,126,96,126,0,0,0,126,96,
126,96,96,0,0,0,126,64,78,70,126
,0,0,0,98,98,126,98,98,0,0,0,24,
24,24,24,24,0,0,0,12,12,12,12,60
,0,0,0,100,100,126,70,70,0,0,0,9
6,96,96,96,126,0,0,0,126,86,86,8
6,86,0,0,0,126,70,70,70,70,0,0,0
,126,98,98,98,126,0,0,0,126,98,1
26,96,96,0,0,0,124,100,100,100,1
26,0,0,0,126,98,124,70,70,0,0,0,
126,96,126,6,126,0,0,0,126,24,24
,24,24,0,0,0,98,98,98,98,126,0,0
,0,98,98,98,52,24,0,0,0,106,106,
106,106,126,0,0,0,98,98,60,70,70
,0,0,0,98,98,126,24,24,0,0,0,126
,6,24,96,126,0,0,14,8,8,8,8,14,0
,0,0,64,32,16,8,4,0,0,
 200 SAVE "HE-MAN"CODE 31744,768
```

Insuring to save a life

From Andy Mitchell in Kent for the BBC micros

A USEFUL feature of adventure games is the ability to SAVE the game state. Using this command you may store your game at its current position to permit you to continue it at a later stage or to insure your life before entering a nasty-looking room.

To incorporate this command we must first draw up a list of those variables which are used to determine the players' present status. For example: points, present room number, room locations of all objects, room connection data, state of major flags (DOOR = 1, DRAGON = 2).

The command, SAVE, must be included in the list of recognised words and the call to a new procedure, PROCSAVE, inserted. This procedure, on being called, will store onto cassette a file called INIT containing the values of the above listed variables.

On startup of the game the normal initialising of all variables can take place. The players then should be asked if a COLD start is required or if a previously stored state is to be used. If an old game is requested procedure PROCLOAD is called to overwrite the initial values of the variables.

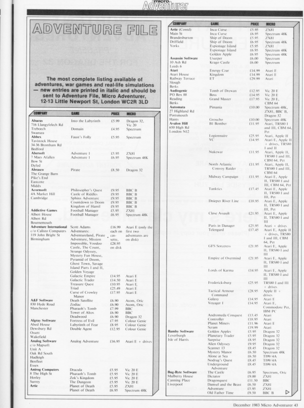
The player will be asked to position the cassette at the start of the previously stored INIT file and press PLAY. The procedure will then INPUT the data, overwriting the existing values of the important variables.

A simpler facility of this type is Resurrection. Some games offer this consolation having just smashed your skull in with a thunderbolt or watched you plunge down a black hole. This facility does not permit you to save the game state but at least, if you are killed, it can avoid you having to repeat every part of the previous game. For example, on being resurrected you may find yourself back at the starting position but according to how generous we make the resurrection procedure you could at least still possess all the treasures you had acquired.

In addition, those dangers you had already vanquished could be permitted to remain in that state. In this case, whenever the player is declared dead (DEAD = 1), the procedure PROCRESUREC should be called to give the player the option of resurrection. NOTE: R% = room location number of player.

Of course we could also penalise the player by deducting some points or by scattering some of his treasures near the scene of his death. This can be easily achieved by adding a small random number to the room number the player was in at the time of his death and storing this resulting room number in some of the treasures' present location variables.

```
20 DEFPROCSAVE
30 X=OPENOUT "INIT"
40 PRINT #X , R%, DOOR,POINTS,DRAGON
50 FOR A%=1 TO 48 : PRINT #X, CS(A%): NEXT
60 FOR A%=1 TO OT% : PRINT #X, LOC(A%): NEXT
70 CLOSE #X
80 ENDPROC
100 DEFPROCLOAD
110 PRINT "POSITION INIT FILE, PRESS PLAY"
120 X=OPENIN"INIT"
130 INPUT#X,R%,DOOR,POINTS,DRAGON
140 FOR A%=1 TO 48:INPUT#X, CS(A%): NEXT
150 FOR A%=1 TO OT% : INPUT#X, LOC(A%): NEXT
160 CLOSE #X
170 ENDPROC
180 DEFPROCRESUREC
190 PRINT" DO YOU WISH TO BE RESURECTED "
200 INPUT A$
210 IF A$="Y" THEN DEAD=0: R%=1
220 ENDPROC
```



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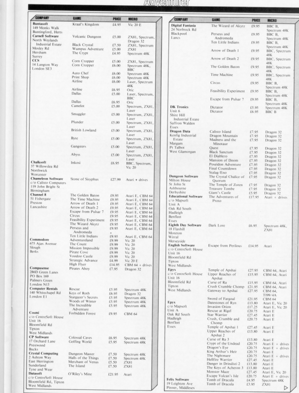
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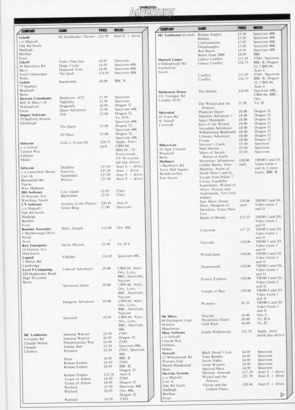
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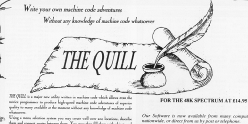
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	Arrow of Death 1	£9.95	BBC, Spectrum 48K
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	Danger in Drindisti 2	£13.80	Atari E
	The Keys of Acheron 3	£13.80	Atari E
	Monster Maze	£27.45	Atari E, Vic 20
	Escape Vulcan's Isle	£20.75	Atari E + drives
Felix Software, 19 Leighton Ave, Pinner, Middlesex	Tomb of Dracula	£4.95	Spectrum 48K
	Tomb of Dracula	£3.95	ZX81

▷



COMPANY	GAME	PRICE	MICRO
Gebelli c/o Mapsoft Oak Rd South Hadleigh Benfleet Essex	Dr Goodcode's Tavern	£21.95	Atari E + drives
Gilsoft 30 Hawthorn Rd Barry South Glamorgan Wales	Tasks/Time-line	£4.95	Spectrum
	Magic Castle	£4.95	Spectrum 48K
	Diamond Trail	£4.95	Spectrum 48K
	The Quill	£14.95	Spectrum 48K
Golem 77 Qualitas Bracknell Berks	Katakombs	£8.00	BBC B
Hewson Consultants 60A St Mary's St Wallingford Oxon	Heathrow: ATC	£7.95	Spectrum
	Nightflite	£5.95	Spectrum
	Dragonfly	£6.95	Dragon 32
	Quest Adventure	£5.95	Spectrum 48K
Impact Software 70 Redford Avenue Edinburgh	Orb	£5.00	Dragon 32, Vic 20 E, Spectrum 48K
	The Quest	£5.00	Dragon 32, Spectrum 48K
	3D Maze	£5.00	Dragon 32, Spectrum 48K
Infocom c/o Softsel Central Way Feltham Middx	Zork I, II and III	£28.75 each	Apple, Atari, CBM 64, IBM PC, TI Professional, CP/M systems (all plus drives)
Infocom c/o CentreSoft House Unit 16 Bloomfield Rd Tipton West Midlands	Deadline	£37.95	Atari E + drives
	Starcross	£37.95	Atari + drives
	Suspended	£37.95	Atari E + drives
	Witness	£37.95	Atari E + drives
JRS Software 19 Wayside Ave Worthing, Sussex	Lost Island	£3.95	ZX81
	Battleships	£3.95	ZX81
J V Software c/o Mapsoft Oak Rd South Hadleigh Benfleet Essex	Journey to the Planets	£20.45	Atari E
	Green Ring	£7.00	Spectrum
Kenema Associates 1 Marlborough Drive Worle Avon	Hell's Temple	£12.00	Oric 48K
Kew Enterprises 14 Fairway Ave Manchester	Secret Mission	£5.00	Vic 20 E
Legend 1 Milton Rd Cambridge	Valhalla	£14.95	Spectrum 48K
Level 9 Computing 229 Hughenden Road High Wycombe Bucks	Colossal Adventure	£9.90	CBM 64, Atari, Oric, Lynx, BBC, Spectrum, Nascom
	Adventure Quest	£9.90	CBM 64, Atari, Oric, Lynx, BBC, Spectrum, Nascom
	Dungeon Adventure	£9.90	CBM 64, Atari, Oric, Lynx, BBC, Spectrum, Nascom
	Snowball	£9.95	CBM 64, Atari, Oric, Lynx, BBC, Spectrum 48K
MC Lothlorien 4 Granby Rd Cheadle Hulme Cheadle Cheshire	Samurai Warrior	£4.50	ZX81
	Samurai Warrior	£6.95	Dragon 32
	Peloponnesian War	£4.50	ZX81
	Johnny Reb	£5.50	Spectrum 48K
	Privateer	£4.50	ZX81, Spectrum 48K
	Paras	£6.95	BBC B
	Roman Empire	£4.50	ZX81
	Roman Empire	£6.95	BBC B, Dragon 32
	Roman Empire	£12.50	Atari E
	Tyrant of Athens	£4.50	ZX81
	Tyrant of Athens	£6.95	Dragon 32
	Warlord	£5.50	Spectrum 48K
	Warlord	£6.95	Oric 48K, Dragon 32
	Warlord	£4.50	ZX81

COMPANY	GAME	PRICE	MICRO
MC Lothlorien (Contd)	Roman Empire	£5.50	Spectrum 48K
	Bedlam	£5.95	Spectrum 48K
	Confrontation	£7.95	Spectrum 48K
	Dreadnaughts	£5.95	Spectrum 48K
	Red Baron	£5.95	Spectrum 48K
	Battle Zone 2000	£6.95	BBC
Martech Games 9 Dillingburgh Rd Eastbourne Sussex	Galaxy Conflict	£11.95	ZX81, Spectrum
	Galaxy Conflict	£14.75	BBC B, Dragon 32, CBM 64, Atari E
	Conflict	£11.95	ZX81, Spectrum
	Conflict	£14.75	BBC B, Dragon 32, CBM 64, Atari E
Melbourne House 131 Trafalgar Rd London SE10	The Hobbit	£14.95	Spectrum 48K, CBM 64, BBC, Oric
	The Wizard and the Princess	£5.95	Vic 20
Microdeal 41 Truro Rd St Austell Cornwall	Phantom Slayer	£8.00	Dragon 32
	Mansion Adventure 1	£8.00	Dragon 32
	Space Monopoly	£8.00	Dragon 32
	Keys of the Wizard	£8.00	Dragon 32
	Jerusalem Adventure	£8.00	Dragon 32
	Williamsburg Boulevard	£8.00	Dragon 32
	Ultimate Adventure	£8.00	Dragon 32
	Escape	£8.00	Dragon 32
Mikro-Gen 24 Agar Crescent Bracknell Berks	Sorcerer's Castle	£5.50	Spectrum
	Mad Martha	£5.50	Spectrum
	Mines of Saturn/ Return to Earth	£5.95	Spectrum
Molimerx 1 Buckhurst Rd Town Hall Square Bexhill-on-Sea East Sussex	Mysterious Adventures: Golden Baton, Time Machine, Arrow of Death Parts I and II, Escape from Pulsar 7, Circus, Feasibility Experiment, Wizard of Akyrz, Perseus and Andromeda, Ten Little Indians	£10.06 each	TRS80 I and III, Video Genie I and II, Colour Genie, BBC B
	Epic Hero: Ocean Hunt, Dungeon of Derojhen, Venus Must Live	£10.06 each	TRS80 I and III, Video Genie I and II
	Battle of Britain	£15.53	TRS80 I and III, Video Genie I and II
	Concorde	£17.25	TRS80 I and III, Video Genie I and II
	Fairytale	£10.06	TRS80 I and III, Video Genie I and II
	Wonderland	£10.06	TRS80 I and III, Video Genie I and II
	Dreamworld	£10.06	TRS80 I and III, Video Genie I and II
	Everest Explorer	£10.06	TRS80 I and III, Video Genie I and II
	Temple of Bast	£10.06	TRS80 I and III, Video Genie I and II
	Wumpus	£6.32	TRS80 I and III, Video Genie I and II
Mr Micro 69 Partington Lane Swinton Manchester	Dracula	£6.90	Oric E
	Mysterious Island	£9.90	Vic 20 E
	Gold Rush	£6.90	Vic 20
Muse Software c/o Softsell Central Way Feltham Middx	Castle Wolfenstein	£21.55	Apple, Atari (both plus drives)
Newsoft 12 Whitebroom Rd Warners End Hemel Hempstead Herts	Black Dwarf's Lair	£4.95	Spectrum
	Time Bandits	£4.95	Spectrum
	Secret Valley	£4.95	Spectrum
	Great Western	£4.95	Spectrum
	Spectral Maze	£4.95	Spectrum
On-Line Systems c/o Mapsoft Unit A Oak Rd South Hadleigh Benfleet Essex	Mission: Asteroid	£17.19	Atari E + drives
	Wizard and the Princess	£21.79	Atari E + drives
	Ulysses and the Golden Fleece	£20.64	Atari E + drives



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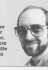
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COMPANY	GAME	PRICE	MICRO
Peaksoft 7 Hawthorn Crescent Burton-on-Trent Derbyshire	Death's Head Hole	£5.45	Dragon 32, BBC B, Spectrum 48K
	Don't Panic	£5.45	Dragon 32
	Lionheart	£5.45	Dragon 32
	Champions!	£6.95	Dragon 32, BBC B, Spectrum 48K, Oric 48K, Electron
Penguin c/o CentreSoft House, Unit 16 Bloomfield Rd Tipton West Midlands	Spy's Demise	£15.95	Atari
	The Spy Strikes Back	£15.95	Atari
Phipps Associates 99 East St Epsom Surrey	Knight's Quest	£4.95	Spectrum, ZX81
	Greedy Gulch	£4.95	ZX81
	Magic Mountain	£4.95	Spectrum
	Adventure	£5.00	ZX81
	Novotnick Puzzle	£5.00	ZX81
	Gorgon	£4.95	Spectrum 48K
	Black Planet	£5.95	Spectrum 48K
	The Forest	£9.95	Spectrum 48K
Pixel Games c/o Quicksilva 92 Northam Rd Southampton	Trader	£9.95	ZX81, Spectrum
		£14.95	Vic 20
Premier 208 Croydon Road London SE20	Adventure Plus	£7.95	Dragon 32
	House of Horrors	£4.95	Dragon 32
	Caverns of Doom	£4.95	Dragon 32
	Dungeons of Death	£6.95	Dragon 32
	Dragon Power	£7.95	Dragon 32
	Plant	£5.95	Dragon 32
	Oil Recovery	£5.95	Dragon 32, Video Genie, TRS80 I and III
Program Power 8/8A Regent St Chapel Allerton Leeds	Adventure	£7.95	BBC
	Eldorado Gold	£6.95	BBC B
	Labyrinths of La Coshe	£7.95	BBC B
	Seek	£6.95	BBC
	Adventure	£6.95	BBC
	Caveman Adventure	£6.95	BBC
Psion 2 Huntsworth Mews Gloucester Place London NW1	Flight Simulation	£7.95	Spectrum 48K
Quality Software c/o CentreSoft House Unit 16 Bloomfield Rd Tipton West Midlands	Ali Baba	£24.95	Atari E + drives
Quicksilva 92 Northam Rd Southampton	Trader	£9.95	ZX81, Spectrum
	Trader	£14.95	Vic 20
	Pioneer Trail	£3.95	ZX81
	Ocean Trader	£3.95	ZX81
	Smuggler's Cove	£6.95	Spectrum 48K
	Velnor's Lair	£6.95	Spectrum 48K
Red Shift 12C Manor Road London N16	Apocalypse	£9.95	Spectrum 48K, BBC B
	Apocalypse Expansion: Maps	£4.95	Spectrum 48K
	Apocalypse Expansion: Ancient Scenarios	£4.95	Spectrum 48K
	Apocalypse Expansion: Modern Scenarios	£4.95	Spectrum 48K
Rocklan c/o CentreSoft House Unit 16 Bloomfield Rd Tipton West Midlands	Wizard of Wor	£29.95	Atari E + drives
Romik Software 272 Argyll Ave Slough Berks	Tombs of Xeiops	£6.99	CBM 64
	Fool's Gold	£6.99	CBM 64
Salamander 17 Norfolk Rd Brighton Sussex	Franklin's Tomb	£9.95	Dragon 32, Oric 48K, BBC B
	Wizard War	£7.95	Dragon 32
	Lost in Space	£9.95	Dragon 32
	Everest	£7.95	Dragon 32
	Night Flight	£7.95	Dragon 32
	737 Flight Simulator	£9.95	BBC B
Severn Software 5 School Crescent Lydney, Glos	Grail	£6.95	Oric 48K
	Moria	£4.95	Spectrum
	Moria	£6.95	Oric 48K
Shards Software 189 Eton Rd Ilford, Essex	Pettigrew's Diary	£7.95	Dragon 32

COMPANY	GAME	PRICE	MICRO
Richard Shepherd Software Elm House 23-25 Elmshott Lane Cippenham Slough Berks	Super Spy	£6.50	Spectrum 48K
	Transylvanian Tower	£6.50	Spectrum 48K
	Everest Ascent	£6.50	Spectrum 48K
	Ship of the Line	£4.95	Spectrum
	Ship of the Line	£6.50	Spectrum 48K
	Invincible Island	£6.50	Spectrum 48K
	Devils of the Deep	£6.50	Spectrum 48K
Sierra On-Line Systems c/o Softsel Central Way Feltham Middx	Mission Asteroid	£17.95	Atari plus drives
	Mission Asteroid	£14.35	Apple plus drives
	Mystery House	£17.95	Apple plus drives
	Wizard and Princess	£23.70	Atari, Apple (both plus drives)
	Cranston Manor	£28.75	Atari plus drives
	Cranston Manor	£25.50	Apple plus drives
	Ulysses and the Golden Fleece	£25.50	Apple, IBM PC (both plus drives)
	Time Zone	£71.95	Apple plus drives
Silverlind 156 Newton Rd Burton-on-Trent Staffs	Haunted House	£6.00	BBC B
	Journey to the Stars	£6.50	BBC B
	Passport to Death	£6.50	BBC B
	Pentiles	£6.50	BBC B
	Othello	£6.95	BBC B
Sinclair Stanhope Rd Camberley Surrey	Embassy Assault (also see under Psion and Artic)	£4.95	Spectrum
Sirius c/o CentreSoft House Unit 16 Bloomfield Rd Tipton West Midlands	Fantastic Voyage	£27.95	Atari E + drives
Soft Toys 14 Lockharton Ave Edinburgh	The Lair	£6.00	Vic 20
	Star Warp II	£6.00	Vic 20
Software For All 72 North St London N6	JR	£6.95	BBC
	Space Kingdom	£7.95	BBC B
	Area Radar Controller	£6.95	BBC B
Spectrum c/o CentreSoft House Bloomfield Rd Tipton	Realms of the Undead	£5.50	Spectrum 48K
Sulis Educational Software 4 Church St Abbey Green Bath	Time Traveller	£7.95	Spectrum, BBC
Superb Software 9B Oval Rd London NW1	The Island	£10.00	CBM 64
Supersoft Winchester House Canning Rd Wealdstone Harrow Middlesex	Goblin Towers	£9.95	CBM 64
	Streets of London	£9.95	CBM 64
	Forestland	£9.95	CBM 64
	Cosmic Capers	£7.95	CBM 64
	Cracks of Fire	£7.95	CBM 64
	Catacombs	£27.00	Pet + drives
	Weird Wood	£25.00	Pet + drives
	Cornucopia	£35.00	Pet + drives
	Goblin Towers	£14.00	Pet + drives
	Cosmic Capers	£16.00	Pet + drives
	Cracks of Doom	£16.00	Pet + drives
Temptation Software 27 Cinque Ports St Rye East Sussex	Dungeons of Doom	£5.95	Spectrum 48K, ZX81
	Admiral Graf Spee	£5.95	Spectrum 48K ZX81
	Special Mission	£5.95	TI99/4A E
	Baron	£5.95	Spectrum 48K, ZX81
Terminal Software 28 Church Lane Prestwich Manchester	Curse of the Werewolf	£9.95	Vic 20 E
	Rescue from Castle Dread	£9.95	Vic 20 E
	Magic Mirror	£9.95	Vic 20 E
	Nosferatu	£9.95	Vic 20 E
	Space Island	£6.95	Spectrum 48K
	Vampire Village	£6.95	Spectrum 48K
Ultimate The Green Ashby-de-la-Zouch Leics	Atic Atac	£5.50	Spectrum 48K
	Lunar Jetman	£5.50	Spectrum 48K
Virgin Games 61-63 Portobello Rd London W11	Castle Adventure	£6.95	Dragon 32
Wintersoft 30 Uplands Park Rd Enfield Middx	Ring of Darkness	£9.95	Dragon 32
	Operation Gremlin	£6.95	Oric 48K
Work Force 140 Wilsden Ave Luton Beds	Adventure in Time	£7.00	ZX81, Spectrum 48K
	Pirate Island	£6.50	Spectrum 48K

ADVENTURE HELP

If you need advice or have some to offer write to Tony Bridge, Adventure Help, Micro Adventurer, 12-13 Little Newport St, London WC2R 3LD



YOU KNOW what this month is of course — and if you're an avid micro adventurer you'll be starting to drop the occasional hint here and there about an adventure you want.

What to ask for? If you're a Spectrum owner, but are Hobbitless, then that is the adventure to request. It is expensive, which is why it's a good idea to ask for it as a Chrissy pressy — but then, the package does include the book of The Hobbit, and a knowledge of the book is necessary to play the game.

If you're an old hand at adventures it's a good bet that your library of programs will already contain The Hobbit, in which case, Movisoft's Valhalla is a must. The same price as the Melbourne House classic, it does not include a book (although there is a nicely illustrated manual) but the program alone is worth the price, and set to rival The Hobbit.

If you're a BBC, Commodore, or Oric owner you will unfortunately not be able to see Valhalla unless Movisoft have rushed out a version for your machine. Only the lucky Spectrum user will have the pleasure of playing Valhalla. But The Hobbit is now available for your machine so this should be top of your Christmas list.

For the Spectrum, BBC, Commodore, Lynx, Ataris, Oric and Nascom machines, Level 9 have a fascinating series of four adventures. The titles are Colossal Adventure, Adventure Quest, Dungeon Adventure and Snowball.

For Spectrum and ZX81 owners the adventures from Artic, which now number five are not as literate as Level 9's but can be recommended. the newest game, Golden Apple, departs from normal Artic practice being designed with coloured text. It is available for the Spectrum.

Pimania has been a favourite adventure for Spectrum owners since its release several months ago. It is available for the ZX81, the BBC, and the Dragon 32. When first released it was unique (I think) among adventures for micros with the prize offer of the Golden Sundial.

Automata's newest release, Groucho, also offers a prize. It is a holiday in Hollywood to meet a mystery film star whose identity is hinted at by Groucho during the game.

An extensive series of adventures, numbering 10 with another two to be released before Christmas, is available from Digital Fantasia and Channel 8 Software. Between them they offer versions for the BBC, Spectrum 48K, Ataris, Commodore and Dragon 32 machines.

Apart from these just about all the adventures for the Atari machines are American-produced, but are expensive. Most of them are good, and if I could have one it would be the Zork series from Infocom. These three adventures are the epitome of text-only programs. There is even a Zork Users Club which circulates hints and tips, maps and so on. Zork is available for the Commodore, IBM PC, and other CP/M systems, as well as the Apples.

There are many adventures available for the Dragon, most of them text-only. In fact Salamander use this to advantage in their Dan Diamond trilogy, only two of which, Franklin's Tomb and Lost in Space, include a lavishly-illustrated manual containing pictures of the locations with clues hidden in the pictures.

ADVENTURE CONTACT

MICRO Spectrum **Adventure** Inca Curse **Problem** After travelling south from traitor's hall there is a maze. Is this maze purely random since I have been unable to map it? Also, do the loose panels in the panelled room serve any purpose — I have completed the adventure without using them? **Name** Simon Tyler **Address** 75 Victoria Avenue, Grappenhall, Warrington, Cheshire.

MICRO Dragon 32 **Adventure** Jerusalem Adventure (Microdeal) **Problem** How do you get through the Golden Gate? **Name** W Pooley **Address** 12 Handfield Rd, Waterloo, Liverpool.

MICRO BBC **Addventure** Philosopher's Quest **Problem** I'm stuck right at the end — I've got a worthless will that needs to be ratified, but I can't find anyone to do this **Name** J A Bibby **Address** 41 Lingdale Rd, Claughton, Birkenhead, Merseyside.

MICRO Spectrum 48K **Adventure** Smuggler's Cover (Quicksilva) **Problem** Unable to get out of the palatial room, also how to get by the angry pirate **Name** Ron Whittington **Address** 4 Larviscombe Rd, Williton, Somerset.

MICRO Vic 20 **Adventure** Voodoo Castle (Scott Adams) **Problem** How to get through the crack in the wall and what use are the stick and book out of the ju-ju bag? **Name** D Slater **Address** 27 Fore St, St Marychurch, Torquay, Devon.

MICRO ZX81 **Adventure** Espionage Island **Problem** I am able to give lucky beads to natives and can use branch to get across crevasse — but can't see a way further **Name** Peter T Beebe **Address** Mossella Cottage, Ullenwood, Cheltenham, Glos.

MICRO BBC B **Adventure** Sphink **Problem** After paying the troll, how do I get across the bridge without it collapsing? It appears to be totally random. **Name** Graham Kendall **Address** 77 Elstree Gardens, Belvedere, Kent.

MICRO Commodore 64 **Adventure** Adventure Pack 1 **Problem** Not able to survive the virus having touched the infected gloves **Name** John James **Address** 81 Meadowside Drive, Whitchurch, Bristol.

MICRO Spectrum 16K **Adventure** Adventure Zoo **Problem** How do you get past the sleeping guard?? Can anyone climb the plant? How can you capture bird? **Name** Darran Cooper **Address** 21 York Way, Ely, Cambridge.

HAVE YOU BEEN staring at the screen for days, or given up in disgust, stuck in an adventure whose problems seem insurmountable? Adventure Contact may be the answer. This column is designed to put adventurers in touch with one another. When you're stumped a fellow adventurer may be able to help — and you may be able to solve other people's problems. If you are having difficulties with an adventure, fill in this coupon and send it to Adventure Contact, Micro Adventurer, 12/13 Little Newport St, London WC2R 3LD. We will publish Adventure Contact entries each month in this special column.

Micro ....

Adventure ....

Problem ....

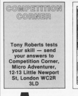
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Name ....

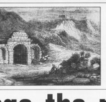
Address ....

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COMPETITION CORNER

Tony Roberts tests your skill — send your answers to Competition Corner, Micro Adventurer, 12-13 Little Newport St, London WC2R 3LD



The best 20 answers we receive will win a copy of Level 9's Colossal Adventure. This game is now available on the Commodore 64, Atari, Oric, Lynx, BBC, Spectrum and Nascom — so let us know which version you want when you send in your competition entry.

Arrange the rooms to retrieve the ring

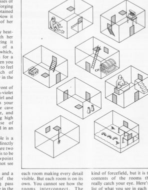
I'M AFRAID Tisch still has you captive this month. She has spent most of the time hunched in the rear recesses of her sleeping chamber reforging the ring that you obtained from her last month. Now it gleams on the smallest of her left front claws.

She had reforged it by heating it to red heat with her breath, and then forcing it down onto the horn of a recently eaten animal, which, since you haven't eaten for a month, would have driven you crazy, if it were possible to feel hungry with the stench of Tisch's hot breath heavy in the air of your cage.

Tisch now stands in front of you, her incredible ultra-violet blue eyes seeming to whirl and dance just inches from your face. The cage and the cave behind it fade, dwindle, and you seem to be soaring high above a vast expanse of featureless desert bathed in an odd blue light.

The only object visible is a rectangular building directly below. In its roof there are two trapdoors. Nothing else is to be seen and your viewpoint doesn't move. You cannot see any of the walls.

Now that scene shifts and a succession of views of the rooms in the building pass before your eyes. All are in the same blue light which appears to shine through the walls of each room making every detail visible. But each room is on its own. You cannot see how the rooms interconnect. The various entrances and exits sparkle and flash with some kind of forcefield, but it is the contents of the rooms that really catch your eye. Here's a list of what you see in each of the rooms:



A large, bored-looking troll with a club; a small open chest on a table. In the chest is a quantity of pearls; a pile of large golden ingots; a great, unlocked chest containing a rusty sword; a statue of a large, pot-bellied man with an emerald for a belly-button; two very delicate Ming vases; the room is flooded. Some rather strange creatures seem to be in the water, but there's a dry platform; a rope hanging from a trapdoor in the ceiling is threaded through a gold ring.

As before, it is the Ring that Tisch wants. She will drop you onto the roof and wait for you by the only door into the building at ground level.

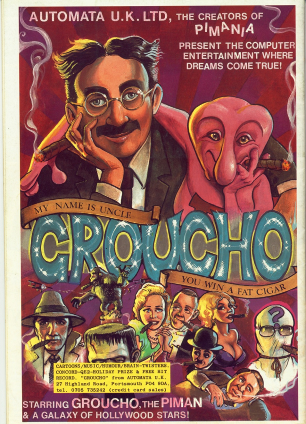
She tells you that your personal vitality will survive six passages through the blue forcefields provided you bring her the Ring. You can keep anything else you can carry.

What rooms should you pass through and what treasure can you get? Be realistic: you only have your two hands.

As a tie-breaker please complete the following sentence in less than 15 words: "What makes a good adventure is . . . ."

Your entry must arrive by the last working day in December. The winners and solution will be published in the February issue. You may enter only once. Entries will not be acknowledged and we cannot enter into correspondence on the result.


MY NAME IS DIAMOND, DAN DIAMOND I'M A PRIVATE COP. I WORK THE BIG APPLE A SEETHING METROPOLIS FILLED WITH HUMAN MISERY AND CHINESE TAKEAWAYS.
NORMALLY I ONLY DO ROUTINE DIVORCE CASES BUT WHEN SHE WALKED INTO MY OFFICE I FOUND MYSELF INOLVED IN A CASE SO STRANGE THAT
IT MADE THE BIG SLEEP LOOK LIKE A CAT NAP..
HUNT WINS GRAND PRIX
At yesterday's Monaco Grand Prix, a hunting party strayed onto the track at the climax of the race. Cars were halted as the hounds rampaged around the circuit. "The whole place has gone to the dogs," one driver was reported as saying. The race was restarted; riders and drivers battled bitterly around the course before the Hunt thundered past the finishing line to take the chequered flag (it hasn't been seen since).
PLAYER WINS OPEN
Salamander SOFTWARE
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PRIVATE DETECTIVE DISAPPEARS
Police are baffled by the disappearance of Dan Diamond. He was last seen approaching the eerie edifice known as Franklin's Tomb, but the authorities are completely unable to find any trace of him. Citizens are asked to report any information relating to his disappearance immediately. For further details, buy FRANKLINS TOMB, a new adventure game for the DRAGON 32 and 48k ORIC-1. This adventure comes complete with a 24-page illustrated Case File. £9.95 from BOOTS, SPECTRUM, COMPUTERS FOR ALL, WEB-
BANANA DICTATOR
2 DEAD IN EVEREST TRAGEDY
COLD WAR
Thousands dead in Ice Storm


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